Philadelphia by Night

-A Gilded Age Vampire the Masquerade Jaunt-

by Andy Dougherty

STORYTELLERS VAULT

VAMPIRE: THE MASQUERADE

Philadelphia by Night

ANDY DOUGHERTY

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Chopping Block Media would like to thank *you,* from the bottom of our hearts, for taking a chance on our book. We hope you enjoy it, and look forward to bringing you more in the future!

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WARNING

Philadelphia by Night contains scenes and images some readers may find disturbing, including nudity and graphic violence. Reader discretion is advised.

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Sweden

Philadelphia by Night

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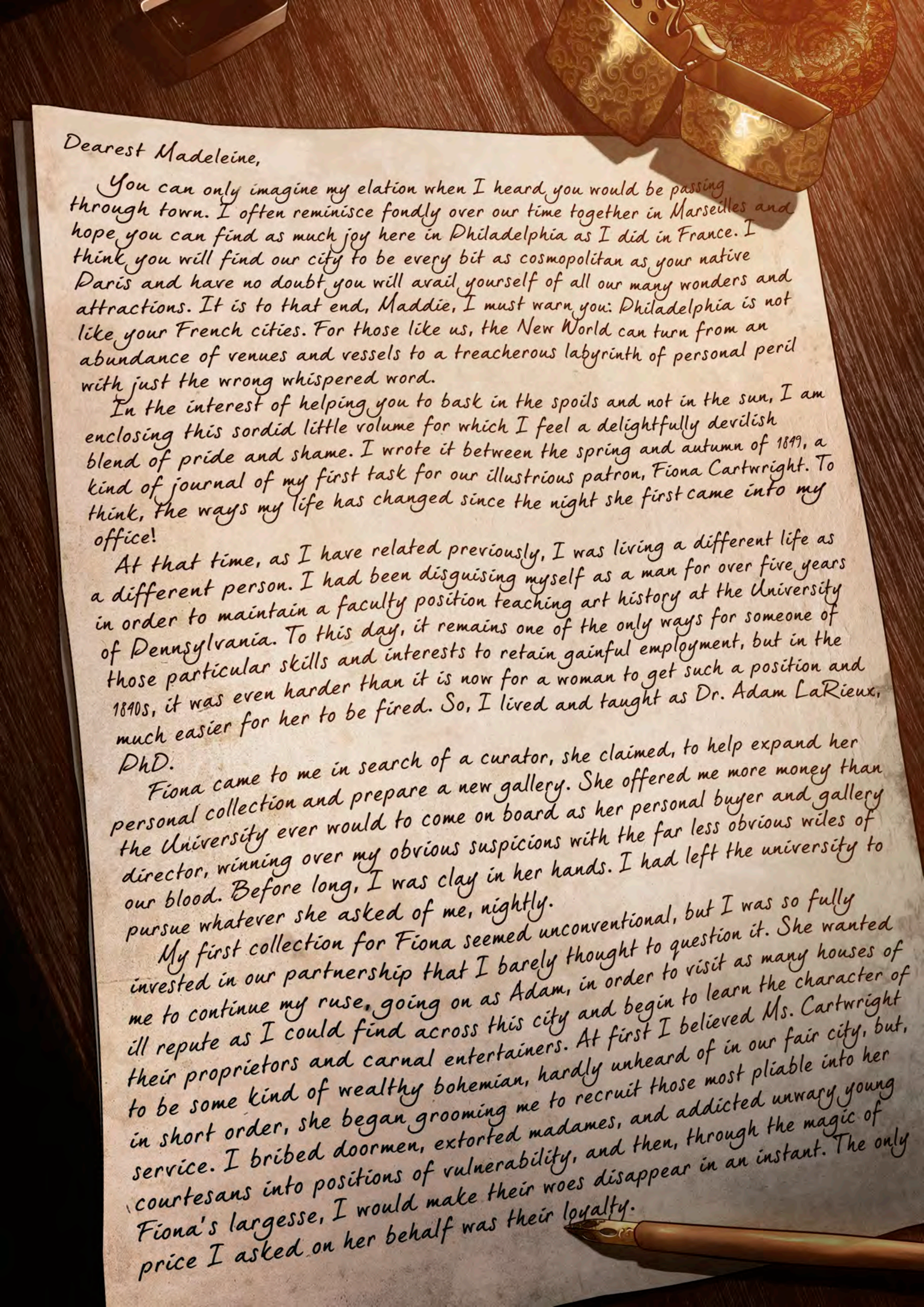


Dearest Madeleine,

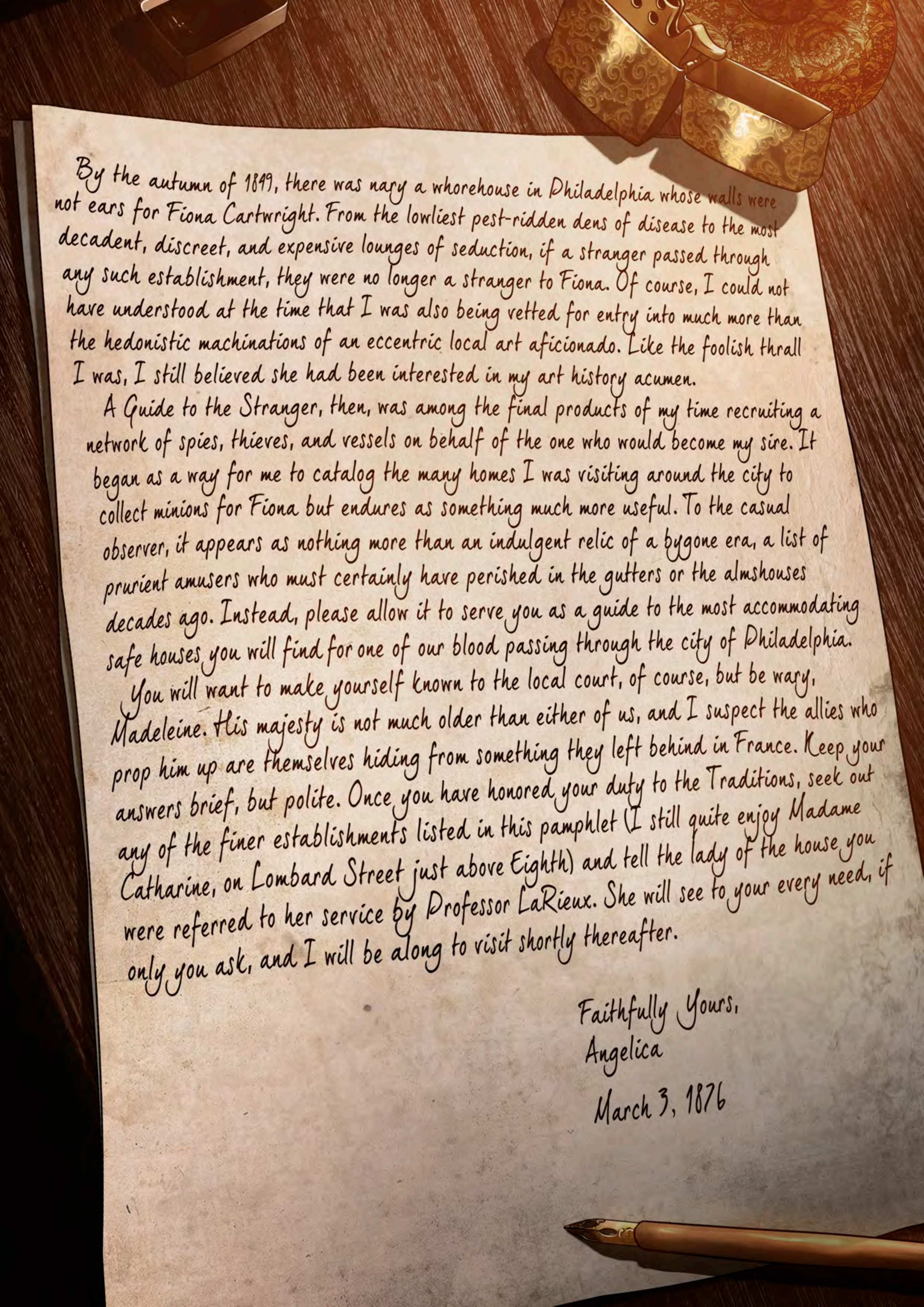
You can only imagine my elation when I heard you would be passing through town. I often reminisce fondly over our time together in Marseilles and hope you can find as much joy here in Philadelphia as I did in France. I think you will find our city to be every bit as cosmopolitan as your native Paris and have no doubt you will avail yourself of all our many wonders and attractions. It is to that end, Maddie, I must warn you: Philadelphia is not like your French cities. For those like us, the New World can turn from an abundance of venues and vessels to a treacherous labyrinth of personal peril with just the wrong whispered word.

In the interest of helping you to bask in the spoils and not in the sun, I am enclosing this sordid little volume for which I feel a delightfully devilish blend of pride and shame. I wrote it between the spring and autumn of 1849, a kind of journal of my first task for our illustrious patron, Fiona Cartwright. To think, the ways my life has changed since the night she first came into my office!

At that time, as I have related previously, I was living a different life as a different person. I had been disguising myself as a man for over five years in order to maintain a faculty position teaching art history at the University of Pennsylvania. To this day, it remains one of the only ways for someone of those particular skills and interests to retain gainful employment, but in the 1840s, it was even harder than it is now for a woman to get such a position and much easier for her to be fired. So, I lived and taught as Dr. Adam LaRieux, PhD.

Fiona came to me in search of a curator, she claimed, to help expand her personal collection and prepare a new gallery. She offered me more money than the University ever would to come on board as her personal buyer and gallery director, winning over my obvious suspicions with the far less obvious wiles of our blood. Before long, I was clay in her hands. I had left the university to pursue whatever she asked of me, nightly.

My first collection for Fiona seemed unconventional, but I was so fully invested in our partnership that I barely thought to question it. She wanted me to continue my ruse, going on as Adam, in order to visit as many houses of ill repute as I could find across this city and begin to learn the character of their proprietors and carnal entertainers. At first I believed Ms. Cartwright to be some kind of wealthy bohemian, hardly unheard of in our fair city, but, in short order, she began grooming me to recruit those most pliable into her service. I bribed doormen, extorted madames, and addicted unwary young courtesans into positions of vulnerability, and then, through the magic of Fiona's largesse, I would make their woes disappear in an instant. The only price I asked on her behalf was their loyalty.

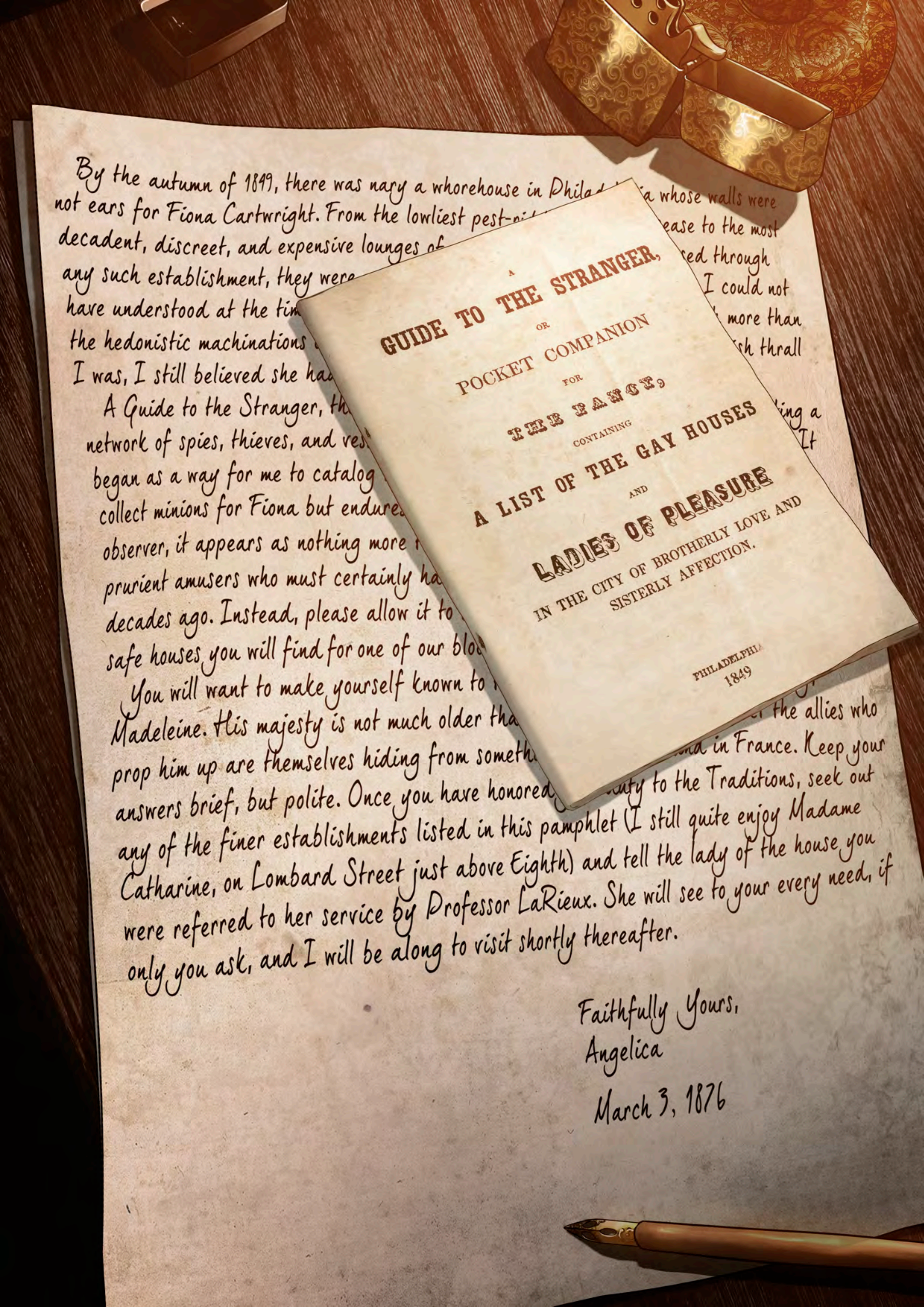


By the autumn of 1849, there was nary a whorehouse in Philadelphia whose walls were not ears for Fiona Cartwright. From the lowliest pest-ridden dens of disease to the most decadent, discreet, and expensive lounges of seduction, if a stranger passed through any such establishment, they were no longer a stranger to Fiona. Of course, I could not have understood at the time that I was also being vetted for entry into much more than the hedonistic machinations of an eccentric local art aficionado. Like the foolish thrall I was, I still believed she had been interested in my art history acumen.

A Guide to the Stranger, then, was among the final products of my time recruiting a network of spies, thieves, and vessels on behalf of the one who would become my sire. It began as a way for me to catalog the many homes I was visiting around the city to collect minions for Fiona but endures as something much more useful. To the casual observer, it appears as nothing more than an indulgent relic of a bygone era, a list of prurient amusers who must certainly have perished in the gutters or the almshouses decades ago. Instead, please allow it to serve you as a guide to the most accommodating safe houses you will find for one of our blood passing through the city of Philadelphia.

You will want to make yourself known to the local court, of course, but be wary, Madeleine. His majesty is not much older than either of us, and I suspect the allies who prop him up are themselves hiding from something they left behind in France. Keep your answers brief, but polite. Once you have honored your duty to the Traditions, seek out any of the finer establishments listed in this pamphlet (I still quite enjoy Madame Catharine, on Lombard Street just above Eighth) and tell the lady of the house you were referred to her service by Professor LaRieux. She will see to your every need, if only you ask, and I will be along to visit shortly thereafter.

Faithfully Yours,
Angelica
March 3, 1876



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A
GUIDE TO THE STRANGER,
OR
POCKET COMPANION
FOR
THE FANCY,
CONTAINING
A LIST OF THE GAY HOUSES
AND
LADIES OF PLEASURE
IN THE CITY OF BROTHERLY LOVE AND
SISTERLY AFFECTION.

PHILADELPHIA
1849

Chapter One: Welcome to the City of Brotherly Love

"This is the comfort of the godly: the grave cannot hold them, and they live as soon as they die. For death is no more than turning us over from time to eternity." - William Penn

Philadelphia has a lot of grit. Anyone who has spent any time here can tell you: the place has an attitude, a certain way about it. You don't want to look at it wrong or talk to it cross, even when it sneers and insults you, which it does. Philadelphia is always ready for a fight, and that's as true in the cobblestone streets and alleyways of the nineteenth century as it will be on the concrete and asphalt of the eras to come. Industrial age Philadelphia is a very different beast from the modern urban sprawl it will one day be, but it is a beast nonetheless, and one binding truth endures: Philadelphia is gritty and it will kick your ass straight back to wherever you came from. If that happens to also be Philadelphia, you'll need to learn to kick back - hard - or you're probably in for more punishment.

Despite the city's reputation for pugnaciousness and worse, it also carries a well-earned and auspicious standing among the largest and most significant early American settlements to endure into the modern night. Philadelphia grew up fast and turbulent at the heart of the American experiment, and many of the young republic's most important events, accomplishments, and firsts happened here. When you walk through this city, you can feel that history all around you. From the time it was founded, Philadelphia has been deeply immersed in the larger American culture and landscape from which it emerged.

This gives Philadelphians a hard-nosed sense of perseverance, achievement, and determination even when they find themselves downtrodden, beaten, lost, or forgotten, and they do. You can feel that when you walk through the place, too, day or night, pick your neighborhood. Things are tough all over, but, boom or bust, the city just keeps slogging along and so do its residents. Some have a harder slog than others, but almost everyone is struggling, be it to survive or to stay ahead. It's as true for Philadelphia's undead predators of the night as it is for the gritty mortal denizens who make the city tick as the sun burns overhead.

Philadelphia's Kindred presence is dominated by the Camarilla throughout the entire nineteenth century. By the middle 1850s, what began as a desperate gambit to shore up a network of Camarilla outposts in the New World has erupted into a full fledged Ivory Tower fiefdom under the unlikely control of a neonate prince surrounded by a powerful court of Elders. Now, the young Prince Jacob Shallus finds himself at the center of a monstrous political establishment with many older and more powerful vampires looking to him for leadership in a New World they often struggle to understand and navigate themselves. Jacob's rise to power has been unlikely, and his reign is laden with intrigues and challenges, but, through it all, his Camarilla court remains firmly in control of Philadelphia.

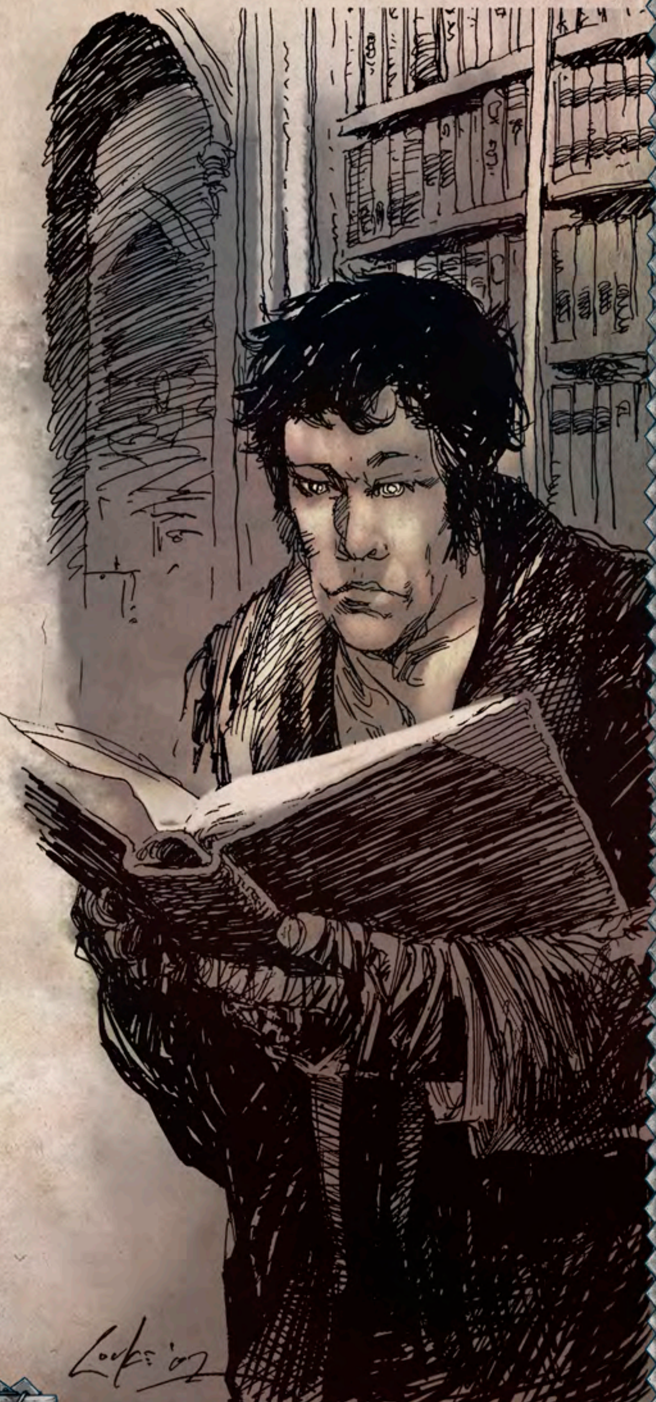
This is a blessing and a curse for the Kindred of Philadelphia. The Camarilla offers some stability in a fiercely competitive and uncertain early American landscape, but Jacob and his Primogen demand absolute loyalty and admit no vampires into the city unless they are prepared to fully bend the knee. Their top heavy domination of the political landscape lies at the center of an endless crush of localized power struggles as those among the rank and file jockey for their slice of the city. Still, under Jacob, Philadelphia never falls to the Sabbat, and that allows a great many Leeches to suck down a great volume of vitae unhindered in the City of Brotherly Love for a long time. For Philadelphia's vampires, this is a time to grow their own business and neighborhood kingdoms into sprawling urban empires awash in blood and cash during the boom years of the American Industrial Revolution.

What's in the book?

Philadelphia by Night brings you and your players to the City of Brotherly Love in the mid-nineteenth century. This book contains everything you need to run your own chronicles in Philadelphia during the industrial age, including a full host of Kindred denizens governed by a full fledged Camarilla power structure replete with its own rich history, antagonists, and political dynamics. It also includes a guide to creating player characters (PCs) and non-player characters (NPCs) for this era and a treatment on storytelling and customizing the world to suit your stories and play style. Finally, it contains a campaign module exploring a critical time of change in the city to get your group moving in the blood-stained cobblestone streets of Philadelphia.

This book is intended to be the first in a series detailing Philadelphia for the World of Darkness. Each ***Philadelphia by Night*** treatment will cover a different era, supplemented along the way with chronicle books allowing your players to participate in the expansive Kindred history and struggles of the city as it transforms over the ages.

While industrial age Philadelphia has a character and atmosphere all its own, this book also draws some period inspiration from *Vampire: The Victorian Age* and assumes you have access to *Vampire: The Masquerade (20th Anniversary Edition)*. Additionally, *Vampire: The Wild West* covers the same time period in another part of America and can easily provide useful context for the era or character inspiration. This title can be played on its own or combined with any of these, and, as always, where there is any discrepancy, choose the material that suits your game the best.



Chapter 1: Welcome to the City of Brotherly Love introduces you to the city and gives a synopsis of the contents of the book and their uses. This chapter provides thematic starting points for understanding the rest of the material as well as references for both material in this book and further resources for learning more about nineteenth century Philadelphia.

Chapter Two: Valley of the Damned covers the history and geography of Philadelphia. We pair the two because the history of the city can't be meaningfully separated from its expansion in the Delaware River Valley. This chapter will also introduce you to many of Philadelphia's most important Kindred and show you the way in which its unlikely Camarilla court came to be.

Chapter Three: Murderer's Row presents the Clans of Philadelphia and details many of the Kindred living here, from the Ventrue Prince to the lowliest Sewer Rats. This chapter also details a few noteworthy coteries around the city.

Chapter Four: Blood on the Cobblestones offers a guide to creating nineteenth century Philadelphia Vampire characters, building and presenting the Philadelphia of the era for your players, and the particular nuances of running a period horror RPG in this setting. It features advice on portraying a setting of scale and historic significance while maintaining narrative and geographic focus so that the dramas of both come together for the benefit of your game. This chapter also addresses pacing, presentation, and play styles within the context of the setting.

Chapter Five: Herman's Revolution is a brief, but complete, campaign taking place in 1852 that puts players center stage through a pivotal time in the history of Philadelphia's Camarilla. Help Prince Jacob root out a critical threat, or turn on the Ivory Tower and join the revolution! The choice is yours, but be prepared to weather the consequences of your decision!

What the book covers and doesn't

Philadelphia is a large city, but it wasn't always so. The urban expanse we know now was created under the Consolidation Act of 1854. The Act expanded the borders of the City of Philadelphia out to the much larger County of Philadelphia and bound both under the same municipal government. Prior to this, it was a relatively small city, geographically, surrounded by steadily growing suburban townships. The Consolidation Act blanketed all of those townships under the umbrella of the Philadelphia government. Before the city was founded, it was a Lenni Lenape settlement, part of a sprawling Lenape Nation territory that stretched from what is now New Jersey north almost to Connecticut and as far east as Long Island.

This book is set in 1876, and while there is ample information here to run stories in the city any time in the nineteenth century, we focus primarily on the Philadelphia of 1854 and after. We do outline the history of the city and its vampires prior to the Consolidation Act, and our featured starter campaign takes place in 1852 but is entirely rooted in the impending consolidation of Philadelphia under one Camarilla domain. Most of the information herein describes the city after this massive expansion.

Philadelphia is far too large and diverse a place to cover all parts of its history or account for everyone who lives here, so this book makes no effort to do that. Instead, it covers much of the bound history between Kindred and kine, presenting you with the tools you need to focus on any other part of the history, geography, or social fabric you choose.The goal is always to allow *you* to run *your* World of Darkness Philadelphia.

Themes

Philadelphia by Night portrays a complicated landscape in which mortals and Kindred alike are all trying to get ahead of each other in a rising, but dangerous, American city. As such, its themes reflect the mortal and Kindred social stratification of the age and the often doomed but potentially glorious pursuits of a greater station in life for either.

Industrial Age America

Philadelphia, like any industrialized American city of the nineteenth century, is a grim juxtaposition of splendor and squalor betraying a dream that will never come true for most of its residents. People here work hard, and oftentimes they die in the dirt, destitute and alone for their efforts.

Greedy industrial captains doubling as slum lords work whole families to the bone, driving men to early graves with broken backs while prostituting their wives and children to their fellow factory laborers. Gaslit theaters, galleries, and taverns fill up until midnight or after, entertaining those patrons who can afford them as the local almshouses burst with the indigent, criminal, and mentally ill. A plethora of disparate immigrant groups chasing a poltergeist of liberty and prosperity find only struggle, generation after generation, as racial, ethnic, and religious tensions frequently boil over into mob violence, and opportunities remain ever limited. And that's before we mix in all these vicious, bloodsucking vampires. ***Philadelphia by Night*** leans on the disparities between the image of success and prosperity that industrial age America sought to portray to itself and the world and the complicated difficulties that average Americans could expect in their daily lives.

The Hubris of a Halcyon Age

Personal and political horror in industrial Philadelphia are features of daily life that permeate both the mortal and Kindred spheres with substantial overlap. Vampires just make it all worse. Philadelphia's Kindred, as parasitic and opportunistic as any, exploit the pride and prejudice of the age to their full benefit. They operate brothels and machinery, establish themselves as urban bosses, plague the almshouses, corrode the faith of the pious, and profit from the often violent social rifts in the mortal population. Many mortals of the time also engage in these reprehensible behaviors, but the kine aren't usually drinking their victims' blood. *Usually*.

This makes the nineteenth century in Philadelphia as grand a time for vampires as it is in any city in Europe, even London itself. Ethnic gang warfare, racial violence, religious zealotry, and the excesses of rampant unfettered capitalism crash together to form a bloody maelstrom in which an enterprising Leech can get by quite comfortably. It's an ideal age for undead monsters of the night to slip by unnoticed and well fed when the most lavish sectors of mortal society often engage in cruel depravities that rival or exceed the most indulgent Malkavian psychopaths.

Still, the pitfalls of abundance and success lie around every corner, waiting to lay low the arrogant and complacent. This is an age of privileged visionaries crashing the family fortune on the latest new technological marvel to catch their eye. Wealth is won and lost quickly, and often violently, under the dubious auspices of business and in dustry. Disease springs up among the mortal population every decade or so, killing thousands in a few months of yellow fever, cholera, or typhus. Kindred, with their ready access to mortal resources and propensity for violence, often exacerbate these problems and fall victim to their repercussions themselves. No matter the scope of their successes, it often seems no one is ever truly safe.

Existence is no more assured for the city's undead than it is for the living. Beyond the hazards of exploiting vulnerable mortals for one's own prosperity, Philadelphia's vampires are also a perpetual threat to each other. They sabotage and carpetbag each others' holdings, from simple cash and property to entire mortal herds, in an endless cycle of avarice and hegemonic obsession that transforms the abundance of the age into a toxic fuel for intrigue and brutality. Despite their advantages, many of them don't survive for long, and mysterious disappearances of Kindred are more frequent than you might expect from a city under decisive Camarilla control.

Overpopulation

In 1876, the City of Brotherly Love is bursting with Kindred. The population explosions of the early nineteenth century and the Consolidation Act of 1854 have seen the mortal headcount expand by leaps and bounds, multiplying many times over. The vampire population has grown with it and vastly outstrips the normal ratios of Kindred to kine found in Europe. Philadelphia hosts around one vampire per 10,000 mortal residents, though the number of vampires in town at a given time fluctuates.

One of Prince Jacob's most complex challenges throughout his reign has been to identify and keep count of the Kindred in his city, a process which has undergone several imperfect phases and remains ongoing to this night. In some cases, the sheer size and speed of Philadelphia's growth have made it impossible to track or regulate the Kindred population accurately. In others, uncooperative clans like the Nosferatu willfully hide their true numbers and presence or are not fully aware of their own membership.

Moods

The moods of ***Philadelphia by Night*** reflect the hardships any individual or group is likely to face as they try to establish or advance themselves in a turbulent, rapidly changing America. One and all, born here or immigrated, living or undead, Philadelphians are struggling to hold on to what they have and maybe gain a little bit more. The mood of Philadelphia swings in time with the pendulum of boom and bust.

Aspirational

Philadelphia in the nineteenth century is a place of great opportunity, or so it tells itself and the world. Of course, based upon your station in life and the color of your skin, your mileage may vary. Nonetheless, the city is almost two centuries old in the period this book explores. It's a complex, industrialized, bustling metropolis which has been expanding in real estate and population for many decades.

Enterprise is everywhere you look, and whether your characters are interesred in profting from it or fighting against it, there is no on in Philadelphia, or in America, who is not caught upin capitalism. Player characters and prominent NPCs alike should have aspirations, whether they're skills and trades they want to learn or industrial empires they want to conquer (or defeat). Everyone in nineteenth century America is trying to be something more.

Oppressive

The aspirational American spirit is equaled only by the unfeeling, invisible hand of the market and those who manage to gain sway over it. At every level of accomplishment, someone in America is waiting with their hand out to charge the next level of rent. There are pickpockets, prostitutes, and thugs in the street, swindlers in the banks, pimps and con men in the factory offices, and pay-to-play political animals in City Hall. Everywhere someone could "make it," there seems to be someone from a higher station waiting to keep them down. Everyone who seems to have "made it," likewise also seems busy stifling the aspirations of those around them.

This is doubly true for the Kindred of Philadelphia's Camarilla, which rules unequivocally in these tumultuous years. The city is mostly populated by neonates and ancillae, but the upper echelons are firmly in the grips of elders from Europe who could crush much of the rest of the population with little effort. Some of them are more likely to do so than others, but none of them would be easy to assail or dethrone. Prince Jacob, born in Philadelphia before the Revolutiona and younger than the Kindred on his Primogen Council, is nonetheless powerful himself and enjoys their potent support.

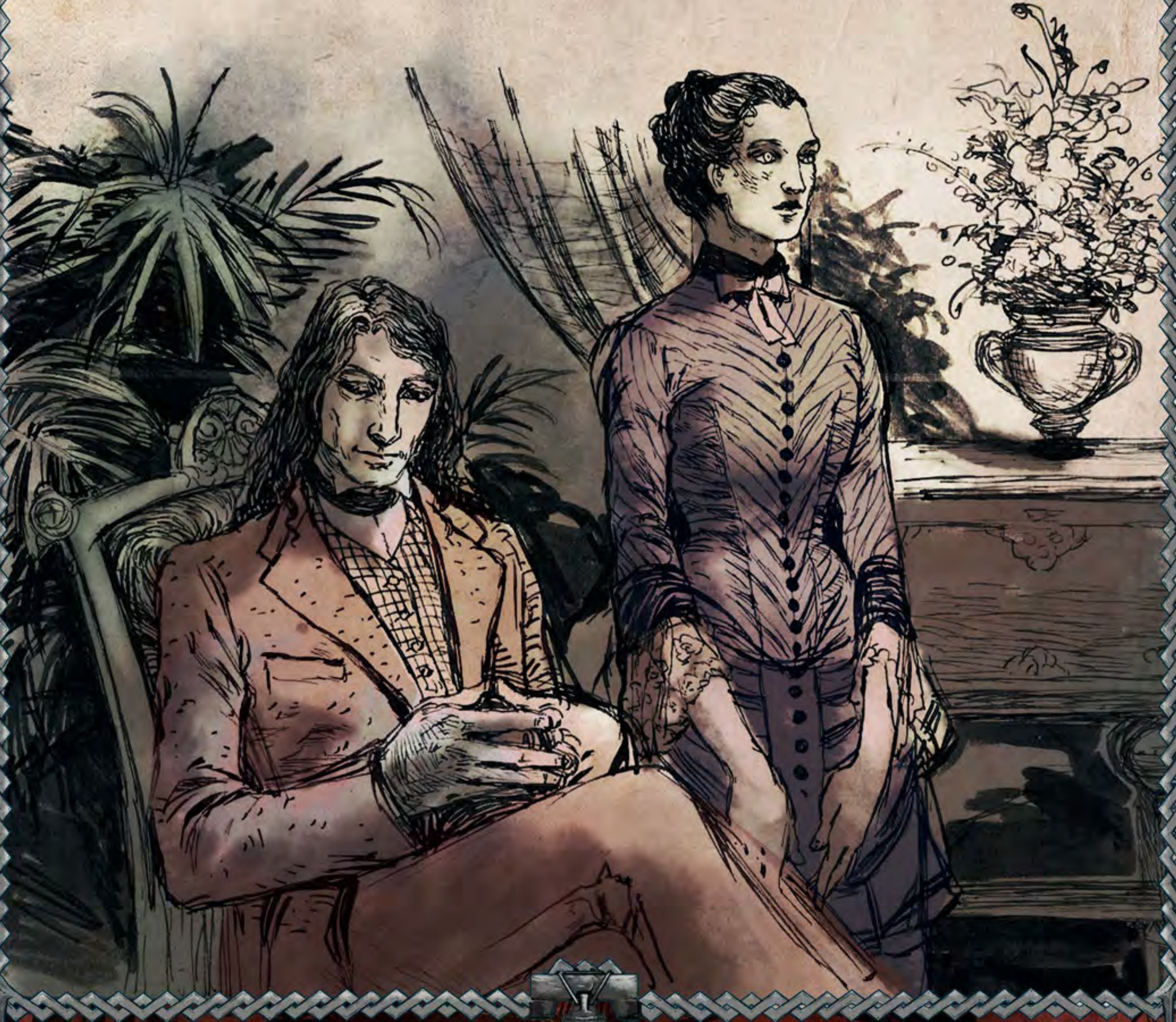
This makes most struggles for power in Philadelphia localized and personal. It is up to individual Kindred and coteries to make their place, though there is plenty of space to do so. Prince Jacob operates a relatively considerate meritocracy as his means of doling out domains and hunting grounds, but showing that you or your crew deserve and can manage your own piece of ground is no mean feat, and keeping it once you've earned it is a constant challenge.

As such, mortals and Kindred alike are pressured from all sides even when their struggles yield successes. The atmosphere of this game should reflect the constant need to achieve more and the rising difficulty of doing so. Among the benefits of being an undead monster is the ability to overcome some of these trappings, but among the drawbacks is the particular authoritarian structure under which you secretly labor to establish and improve your lot. There are also still a lot of torch-wielding mortals around who are always ready to blame Satan and set something ablaze. Keep alert, and see that it's not you.

Excessive

The nineteenth century was a time of great excess, and in ***Philadelphia by Night*** that excess is taken to a much deeper and wider degree. Mortal and Kindred engagement in vice is rampant. Vampires frequently addict mortals to opium, alcohol, and vitae and feast on their blood in intoxicated orgies. Houses of ill-repute dot every neighborhood, from the most decrepit flop house to the most opulent penthouses, serving up flesh to their appropriate class of customer. Large sums of money change hands frequently in the halls of power, on the factory floors, and in the streets for goods and services legal and illicit. Rich dandies prance drunk through the alleyways, kicking the bums slumped beside stoops as they pass by, stepping out on the missus again for another night with their fellow "gentlemen."

Everywhere you look, there are signs of excess and extravagance framed in the dismal, industrial urban blight of the era. Those who command the resources to act excessively do so often and to the detriment of their fellow Philadelphians. In these days, it's critical to be well-monied, well-connected, brazen, and, most of all, to be seen as such. Mortals and Kindred alike who want to be seen as a success act accordingly.



An important note on racism, sexism, bigotry, and prejudice: This book is written to be used in a mature and complex game for adults, and does not shy away from the relevant issues facing humanity in this or any of the other eras we'll eventually explore. America is a complicated, deeply imperfect place and Philadelphia reflects that. No part of the presentation of this material, however, is in any way meant to endorse a racist perspective, or any other kind of exclusionary perspective. Our editorial position on the expression of racism, misogyny, and other prejudices is that we acknowledge they exist and portray them in our characters and setting. We do this not because they are appropriate, but because to disregard them in context is inappropriate, likewise with racial or gender social compromises like passing, which we touch on with a couple of characters.

One thing we will never do is use racist language, or encourage anyone at the table to do the same. There are plenty of ways to portray a tense and oppressive reality in which racial, gender, and religious identity are often critical flashpoints, or at least social determinants, without sinking into undue indulgence in abusive language.

Additionally, your game does not have to focus on these dimensions of this or any other era. We account for them in an effort to honestly portray the historic atmosphere, kinds of people, and personal difficulties that might appear in this setting, but they are certainly not the only aspects of the setting. For play purposes, they demand only the attention you and your players want to give them. As always, it's appropriate to discuss the acceptability of and approach to these and any other sensitive issues with your group before and during the course of your game. Someone at your table has likely dealt with these issues in real life. Always strive to respect each other as you choose to explore or not explore these issues through fiction.

Sources

Philadelphia has a rich history, and there is a ton of information available if you want to run a more detailed game. This book was built with help from a lot of places, and there is no doubt that running a period horror drama in industrial Philadelphia will be easier and more rewarding if you learn a little more about the city. Following is a non-exhaustive accounting of the most significant sources that shaped the development of ***Philadelphia by Night***, along with some recommendations for what you can read and watch if you want to learn more about this era in Philadelphia.

Library Collections and Websites

Much of the art and photography documenting Philadelphia in the nineteenth century can be found in digital collections online and viewed for free. Some of it is even public domain access for you to use as you see fit. The following are just a few libraries with online collections that can really put this town and time into visual perspective for you.

The Encyclopedia of Greater Philadelphia is an indispensable quick reference for anything you want to know about the city. It has a convenient search function and usually at least a few photos of any given topic you might want to know about. It's probably the fastest way to quickly check out something about the city.

https://philadelphiaencyclopedia.org/

The Greater Philadelphia GeoHistory Network has an excellent collection of maps through the years that you can overlay by year to see different parts of the city change throughout the nineteenth century.

https://www.philageohistory.org/geohistory/

The Free Library of Philadelphia has thousands of high resolution images of old Philadelphia and its surrounding environs. This is another great way to look through changes to the city over time and start to familiarize yourself with the aesthetic and feel of industrial Philadelphia.

https://libwww.freelibrary.org/digital/

The Library of Congress also has thousands of images and texts describing this and other American cities during the Industrial Revolution. The Library of Congress website is an excellent source for digitized resources on almost any topic about which you want to know more.

https://www.loc.gov/

The Library Company of Philadelphia is the oldest library in America, famously founded in 1731 by Benjamin Franklin. They, too, host a beautiful and extensive digitized collection of images and books from this era.

https://librarycompany.org/

Books

Still Philadelphia: A Photographic History, 1890-1940 from Temple University Press covers a later decade in the nineteenth century, but it offers many excellent candid views of Philadelphia's neighborhoods and people near this time. You can find the book digitized on various websites and in hard copy if you look for it.

A Guide to the Stranger is a real book to which we make some fictionalized references in ***Philadelphia by Night***. Written by an anonymous brothel hopper in 1849, the book provides a candid, if insensitive, primary source glimpse into the underbelly of Philadelphia's nightlife in this time. You can find it in its entirety on the Library Company of Philadelphia's website, above.

Philadelphia As It Is In 1852 is a guide to the many historical landmarks, attractions, and businesses of the city in the year of its namesake. It provides a terrific snapshot of the city's culture and institutions in the time around consolidation. It's available entirely in PDF for free through Penn State University.

https://digital.libraries.psu.edu/digital/collection/digitalbks2/id/15253/

Quaker City and other novels by George Lippard offer an early look at Philadelphia gothic horror fiction. Written as tormented screeds against the hypocrisies of indulgent Quakers, Lippard's novels take a feverishly dark view of early Philadelphians. They also often indict, or at least try to acknowledge, the evils of racism and classism in a time well before that was common, especially for a white fiction author. Many of his books can be found online for free.

Edgar Allen Poe lived out the end of his days in Philadelphia. While his poems and short horror stories are well-known to fans of the horror genre, it's always worth taking another look. This book does not make any further specific comments on Poe. He is not a secret Toreador who endures to this night, but his literary style helps to color the tone, and we encourage you to incorporate elements of his storytelling and mood setting into your game if you see fit. Also, nothing is stopping *you* from making him a secret Toreador…

Movies and TV

The Gangs of New York portrays a climate of ethnic and religious tension very much akin to that of neighboring Philadelphia at this time. The struggles of New Yorkers during this period were directly relatable to the struggles of others in northeastern American cities, especially for immigrants, Black communities, and the poor.

Penny Dreadful on Showtime is a solid period show about a group of supernaturals living in secret among mortals in Victorian London. The series weaves the stories of Dracula, Frankenstein, and The Picture of Dorian Grey together into one dramatic horror saga.

Peaky Blinders on Netflix takes place in a substantially later era which is nonetheless plagued with many of the same problems as this era. It highlights the difficult decisions faced by working poor members of industrial societies and also takes a candid and entertaining dramatic look at the urban boss archetype as protagonist.

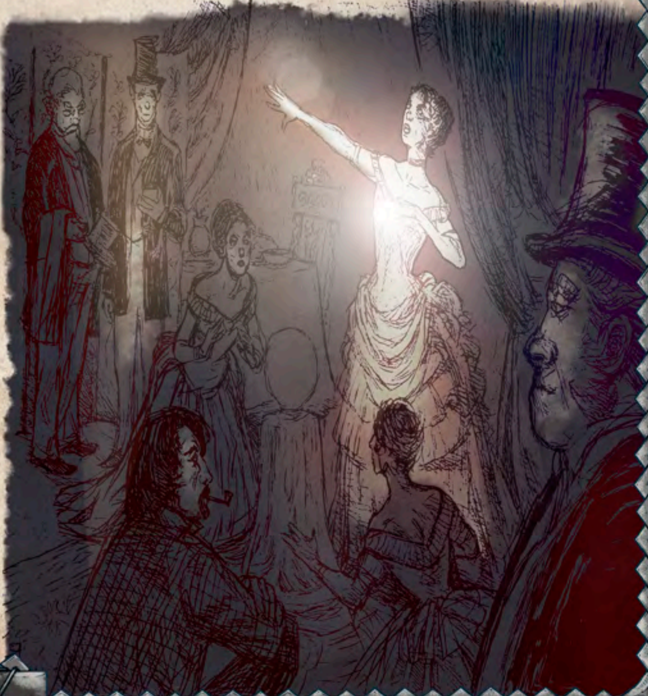
Any period drama focused on the nineteenth century can offer inspiration to ***Philadelphia by Night***. Within the game, we'll travel to street fairs, brothels, aristocratic estates, shady late night taverns, art galleries, luxury riverboats and maybe even down into the sewers if you're feeling brave enough. There is a world of film and literature out there to enrich your understanding if you care to look, and much of it is available in the public domain.

Music and Plays

The musical history and culture of Philadelphia are actually so vast and complex that it could warrant an entire book to itself, so we won't try and capture it with individual examples here (though we'll touch on some important music and performance venues in the next chapter). What's important to know is that Philadelphia was *the* major American culture hub from before the Revolution until near the turn of the twentieth century. The city both attracted and produced an extensive entertainment culture. By the middle of the nineteenth century, musicians from all cultures in Philadelphia were producing music of their own in the streets and performing in opera halls and taverns across the city. Composers and orchestras were frequently traveling from Europe to play classical concerts in Philadelphia's theaters and opera houses. Playwrights local and from all over the country and world likewise brought their stage shows to the city in search of the large crowds and paydays that come with the cultural pulse, and painters and sculptors flocked to Philadelphia's galleries.

At the risk of seeming a bit coy, we'll direct you to the *Music of Philadelphia* page on Wikipedia for a wide and well-referenced look at the city's music and arts scene through the ages. Whatever deep dives you may want to take from there (and there are many) are up to you.

https://en.wikipedia.org/wiki/Music_of_Philadelphia



Chapter Two: Valley of the Damned

> *"Some may think that this is the most virtuous place under the sun,*
> *but let them look over these pages,*
> *and perhaps they may open their eyes in amazement at the amount of crime*
> *committed nightly in this City of Brotherly Love."*
> *- A Guide to the Stranger*

Colonial Philadelphia

Philadelphia is a deeply mixed city, and it has been since it was resettled by Europeans in the early 17th century. It was initially a Lenni Lenape trade settlement and was then colonized by the Swedish and Dutch, then later by the British Quakers. The area it occupies between the Delaware and Schuylkill Rivers was attractive to both the Lenape and the colonists for its temperate climate and ready access to two major waterways. Using William Penn's charter from King Charles II as a roadmap, the region was largely parsed up by Penn and his colonists under treaty with the Lenape natives. Penn founded Philadelphia, which translates literally to "City of Brotherly Love" in Greek, as the capital of the new Colony of Pennsylvania in 1682.

Initially, the city was defined as the area bounded by the Schuylkill River to the west, the much larger Delaware River to the east, Vine Street to the north, and South Street to the south.

Suburban communities sprung up surrounding the city in the countryside and along the rivers, so it continued to define the region as an important commercial riverport and trade hub even as it changed hands. Eventually, the suburbs grew contiguous to the city and developed into Philadelphia's urban sprawl.

European vampires in the early days of America were often transient. Because of the lack of organization or sectarian presence and the fundamental dangers of living and traveling in the New World, especially the wilderness, most Kindred just stayed away. The ones who were here usually kept moving to avoid detection and stay as safe as they could.

Nonetheless, the area had a small and obscure, but permanent, European Kindred presence even prior to the arrival of the Dutch and Swedish. Long forgotten members of Clans Gangrel and Nosferatu, unlikely castaways from their prior lives in Europe, stalked the wilds. They terrorized and courted the Lenape for over a century before their white brethren caught up to them again and swept most of the Lenape Nation away.

Those vampires who survived the wilderness of pre-Colonial America are not to be trifled with; they are among the most rugged and vicious beasts prowling the Delaware Valley tonight. The first Kindred from Europe were very few, and even fewer still remain and survive here. Their stories can be found in the coming pages, but unknown Kindred and untold other horrors were in the valley long before any organized European expeditions brought a member of the Camarilla or Sabbat to these shores. As the white man came to dominate the landscape, more and more Kindred and Cainites began to filter in with successive waves of immigrants. With them came the sectarian settlements and the strife for which they were known in Europe, and, over time, those transplants began to embrace American vampires, as well.

Philadelphia is old for an American city, full of dark and forgotten corners, but the Delaware River Valley is much older. After the fast and forceful exile of the Lenape Nation that once stood here, who can say what hidden secrets may still lie completely unknown to its parasitic newcomers?

The Continental Congresses, The Revolution, and the Capital Years

Philadelphia was a critical staging ground for the American Revolution. Its taverns, churches, and halls of government doubled as the risky, clandestine hideaways in which many of the revolution's rebellions against the British were planned. The First Continental Congress met here in 1774 to execute a mass boycott on British goods sold in the Colonies, and the Second Continental Congress met in 1775 to form the Continental Army and unify their military opposition to the British.

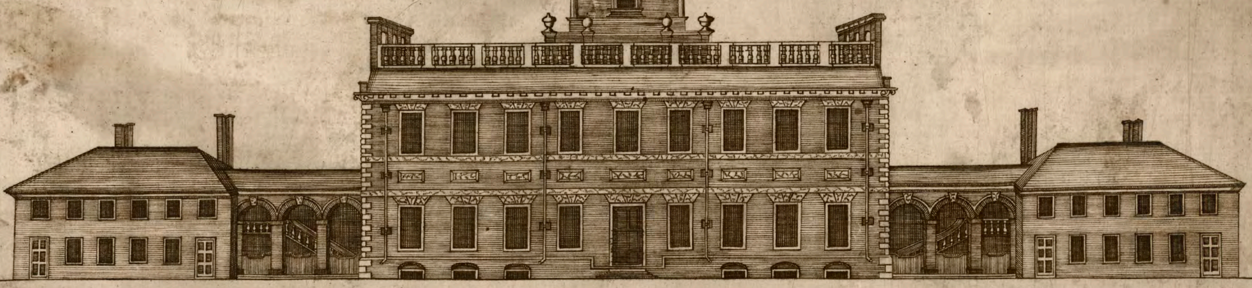
In 1776, the American Colonies famously declared independence from the English Crown with a document drafted and signed in the Pennsylvania State House (now known as Independence Hall) in Philadelphia. Thereafter, the city remained an important Colonial strategic stronghold during the war and evolved into the de facto seat of government for the new United States after it ended. The Continental Congress continued to run the country from here until 1781, when they were run out by angry mercenaries they had failed to pay from the Revolution and resettled in New York City.

Still, Philadelphia remained an important regional commercial hub with fast growing roots as a political hub to match. From 1790 until 1800, it was made the capital of the United States while Washington, D.C., was being built.

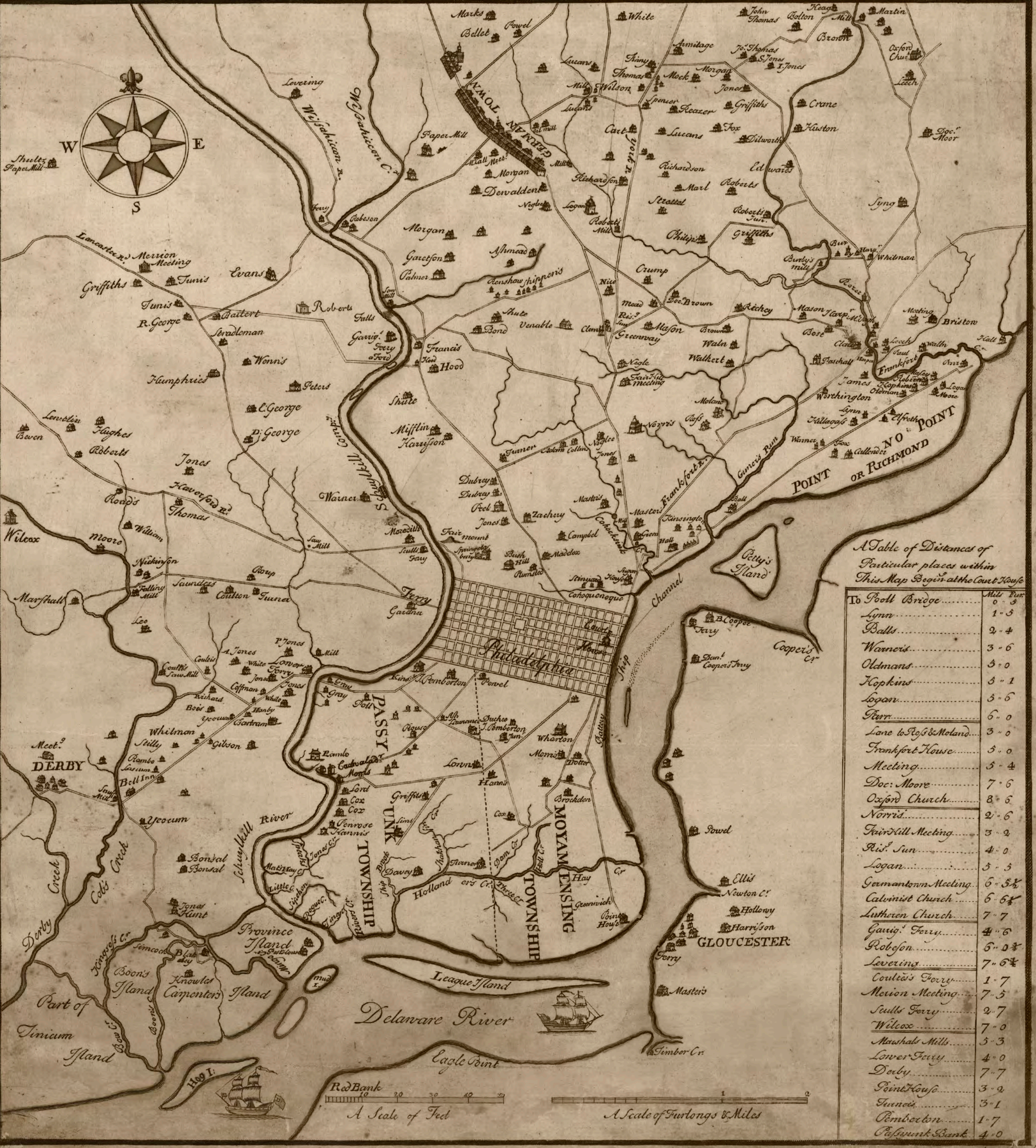
A MAP OF PHILADELPHIA, AND PARTS ADJACENT.

With a PERSPECTIVE VIEW of the STATE-HOUSE. By N. SCULL and G. HEAP.

This Building stands in a Square of 396 Feet by 255 Surrounded by a high Wall. the Ground is to be laid out in walks with Rows of Trees In the Body of the House are two Rooms of 40 Feet Square & 20 Feet high one for the Assembly, the other for the Supreme Court. between which is an Entry Hall of 40 Feet by 20 on the Second Floor is the Council Chamber and Commette Room with a long Gallery 100 Feet by 20 The Publick Offices are kept in the Wings it was founded Anno 1732.



Anno 1749 the Dwelling Houses in Philadelphia were carefully numbered. and found to be 2076. Other Publick Buildings are. The Court House, two Quaker Meeting Houses. two Presbyterean Meeting Houses. One Church of England. one Baptist Meeting. One Dutch Lutheren Church. One Dutch Calvinist Church, one Moravian Church. one Mass House, the Academy, the Quakers School House the City Alms House the Quakers Alms House the Hospital Prison and Work House.



A Table of Distances of Particular places within This Map Begin at the Court House

To	Mils	Fur.
Pooll Bridge	0	5
Lynn	1	5
Balls	2	4
Warner's	3	6
Oldmans	5	0
Hopkins	5	1
Logan	5	6
Parr	6	0
Lane to Ross & Moland	3	0
Frankfort House	5	0
Meeting	5	4
Doc: Moore	7	6
Oxford Church	8	6
Norris	2	6
Fair Hill Meeting	3	2
Ris.g Sun	4	0
Logan	5	5
Germantown Meeting	6	5½
Calvinist Church	6	6¼
Lutheren Church	7	7
Garrig.s Ferry	4	6
Robeson	6	0¾
Levering	7	6¼
Coultes's Ferry	1	7
Merion Meeting	7	5
Sculls Ferry	2	7
Wilcox	7	0
Marshals Mills	5	3
Lower Ferry	4	0
Derby	7	7
Point House	3	2
Turner's	3	1
Pemberton	1	7
Passyunk Bank	4	0

L Hebert Sculp.

Slavery and Early Black Philadelphia

Many early Pennsylvanians, William Penn included, owned slaves. The colony and its Quakers had a complicated and often hypocritical relationship with chattel labor and wealth that saw some slavery endure all the way into the 1840s. Philadelphia was no exception, although, after the 1780 Act for the Gradual Abolition of Slavery, various avenues began to open up for Black Pennsylvanians to gain their freedom, and that saw the beginning and rise of the free Black population in Philadelphia.

By the early nineteenth century, Black Philadelphians had emerged as sizable contributors and participants in the Philadelphia cultural landscape. Despite violent racial pushback from virtually all European American communities, Black Philadelphians established numerous community organizations, abolitionist movements, and their own Protestant religious denominations by the 1810s and 20s.

In the early nineteenth century, Irish Catholic immigrants and free Black people competed in the labor markets for work and fought in the streets over racial and religious tensions. Throughout the 1830s and 1840s, Black communities were repeatedly attacked by Irish Catholic, as well as British and German Protestant, groups, culminating in a massive riot in 1842 in which an Irish mob attempted to burn the house of Black community leader Robert Purvis but was ultimately halted by a Catholic priest.

By the Civil War, Black community and religious groups had been spearheading abolitionist movements for decades, and they rose to support Unionist organizations both Black and racially mixed, as well, all in a perpetual effort to combat the forces of social and institutional racial prejudice in the city. Philadelphia hosted many discreet safe houses along the Underground Railroad. Following the Civil War, Black Philadelphia continued to grow and struggle for political rights and a place in the city, as many northern Black residents had roots in slavery, and many more freed slaves swept in from the South during Reconstruction. There were even a few Black residents still living until well after the Civil War who were once slaves to other Philadelphians in the city itself. Accordingly, racial tensions continued to run high.

At this time, most of the city's Kindred are European or of European descent, but certainly not all. Jacob makes no kind of ethnic restrictions on embraces, but for transplants from Europe, it can be difficult to break away from those they see as like themselves. Many mortal prejudices dissipate in the psychology of the undead, but, as in all things, vampires are slow to adapt; in the constant tumult of American cultural integration, the process has not completely balanced out. Often, they embrace from their neighborhoods, so their childer look like them whether that's intentional or not. Philadelphia is home to some Black Kindred, though perhaps less than is proportional to the population at this time of demographic change. Still, as Philadelphia's Black communities have emerged, some of their residents have joined the ranks of the undead, and, as time goes on, more are certain to follow.

Camarilla Outpost - 1796 - 1805

For most Kindred, especially the ancient Europeans among the Camarilla's upper echelons, the early New World was an unthinkable wilderness. Some wayfaring vampires made early entry into the untamed wilds of North America, but these bestial monsters were among the reasons other Elders from Europe were slow to pursue the new territory. Many vampires who tried their luck in the brazen and disconnected days of Colonial America perished for their efforts. Everywhere one turned, there were religious fanatics in town and Lupines in the forests, with wars between the First Nations and European interlopers frequently resulting in whole villages burnt to the ground. Mortal or otherwise, it was easy to meet your end in the Colonies.

That's why it took until Philadelphia was made temporary capital of the U.S. for anyone from the Camarilla to take an interest in it, and, even then, it was in passing. It started with the Ventrue Victor Laurent passing through the city on his way to Washington, D.C., to begin establishing his Clan and helping to build the Camarilla value Philadelphia held as a regional economic and cultural center but believed it would fade somewhat in significance once the seat of government moved. Regardless, it would remain a regional travel conduit, and he wanted to make sure he had eyes and ears here.

Victor came from an ancient and powerful line of Ventrue in France. The decision to embrace an unprepared American and put him into a position of power, however nominal, was difficult. Ultimately, he decided a foothold in the city was more important than the typical vetting process his lineage would demand back home. He hadn't seen the shores of France in nearly a century and rarely received any support from his clanmates or anyone in the Camarilla. When he did, they always seemed more surprised he continued to survive the "wilderness" than anything else. By the end of the American Revolution, Victor had houses in five different bustling cities, but his so-called compatriots back in the old country still thought he was hiding in the woods somewhere.

In the spring of 1796, Victor embraced Jacob Shallus. Jacob was the calligrapher of the U.S.

Constitution and recording secretary of note for the Pennsylvania Constitution, but Victor had met him as a soldier on the Canadian front lines outside Quebec during the Revolution. He needed a placeholder, and Jacob's flair for political philosophy and willingness to put himself in danger in the name of sovereignty had impressed Victor over 20 years prior.

Victor installed Jacob as the Prince of Philadelphia, barely taking the time to explain what that meant before moving on to Washington. His hope was really just that Jacob could survive and help him keep a look out for other Kindred or, worse, Sabbat who might emerge in the region. With limited support from his peers back home and many uncertain paths forward, Victor took a chance on someone who seemed competent and who he also understood would likely be replaced at some point.

Thus, in 1796, Philadelphia was formally "claimed" with the loosest of grips for the Camarilla. It would take nearly another decade before that claim bore any weight, but the City of Philadelphia had its first Prince and an official Kindred population of one.

The City of Neighborhoods

After the American Revolution, several additional waves of immigrants arrived in the suburban communities adjoining the city. First came Germans, followed by Irish, Italian, and Chinese settlers in the early nineteenth century. Other nationalities began to appear, as well, as the city's borders and population grew by leaps and bounds through the 1850s and 60s.

The divide between Catholic and Protestant was often violent, with ethnic and religious conflicts erupting in scuffles and turf battles between Irish Catholics and British Protestants (among others). Throughout the nineteenth century, perhaps most notably over the course of two months in 1844, several sectarian and race riots rocked the streets of Philadelphia and its immediate suburban neighborhoods, leaving in their wake a shared sense of grief and mistrust among the city's many communities.

The Act of Consolidation of 1854

This civil unrest, among other pressing civic matters and crime problems, led to the Consolidation Act of 1854. The Act extended the civic borders of the city to encompass the entire county of Philadelphia and unified all civic functions, nominally, under the city government. It was passed in part to allow the city police control over the city's adjacent neighborhoods. It would take generations to fully assume the reins of all of the formerly independent town and district governments, but the Act immediately granted the Philadelphia Police Department jurisdiction over the expanded totality of the city. This made it much more difficult for criminals to do something in the city proper and then escape justice by fleeing to a neighboring township.

The Consolidation Act united the neighborhoods around the original City of Philadelphia, which would earn it the neighborhood moniker Center City. This name came to gradually stick through the nineteenth century, and throughout this book, we use it to reference the neighborhood bounded by Philadelphia's original city limits. To the north were the Northern Liberties, Penn, Spring Garden, and Bristol neighborhoods; followed by Germantown, Manayunk, and Roxborough to the northwest; Kensington, Richmond, Frankford, Aramingo, and Whitehall in eastern North Philadelphia; and then extending deep into the rural farms of Northeast Philadelphia to include Oxford, Delaware, Lower Dublin, Moreland, and, finally, Byberry Townships.

To the south, the city incorporated the Moyamensing and Southwark Districts, as well as Passyunk Township. Finally, to the west were the districts of West Philadelphia and Belmont, as well as Blockley Township.

The directional orientations in the names of the neighborhoods were all derived from their positions relative to Center City, but weren't strictly radial to the original Philadelphia City. Northeast Philadelphia, for example, lies much further north and east than North Philadelphia.

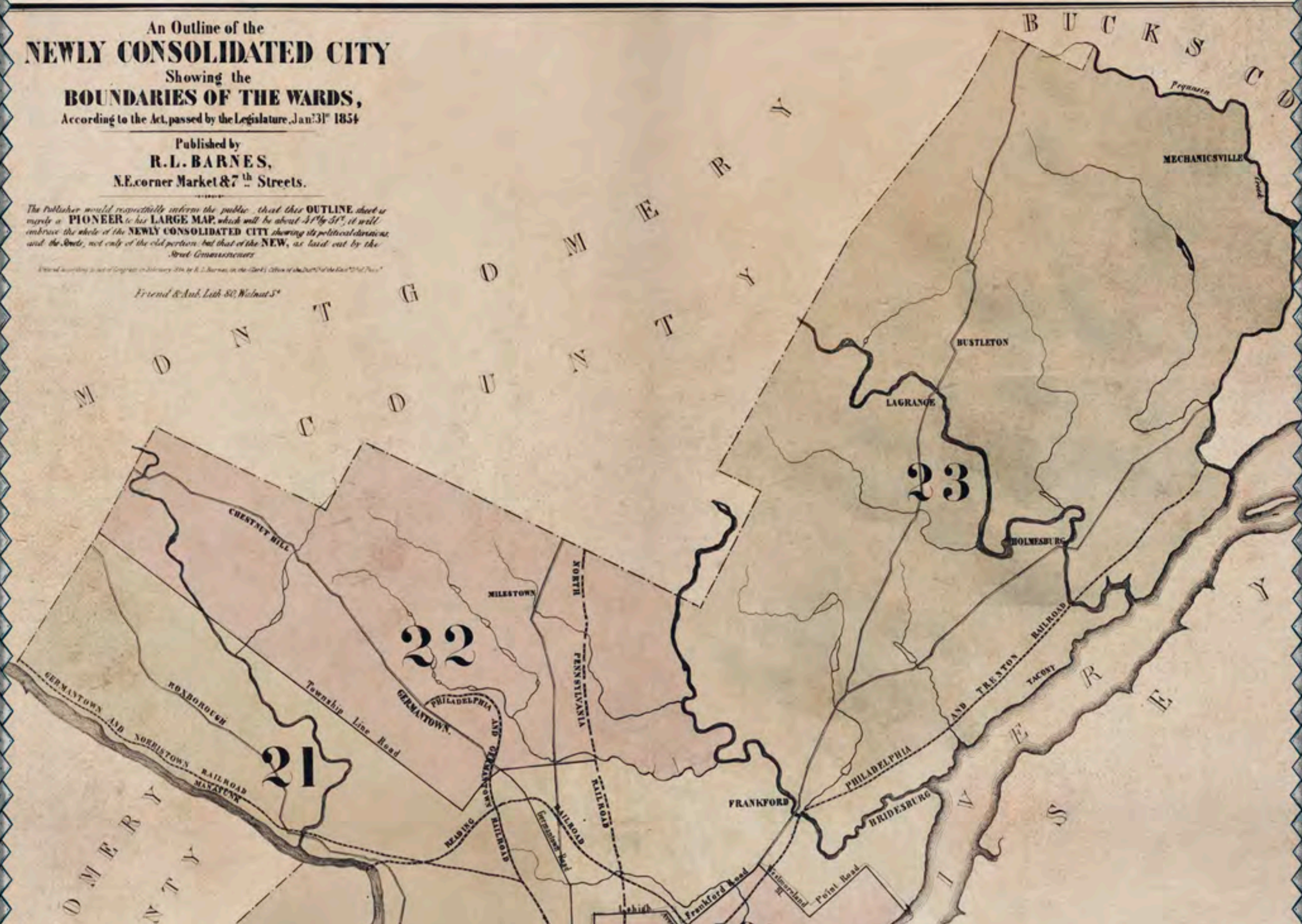
Who Lives Where

These large neighborhoods were previously independent townships possessed of different characteristics and demographics when they were incorporated. While their names will remain to define the Philadelphia landscape for generations to come, their features and populations will change drastically in the course of time. Through the nineteenth century, this early process of integration and transformation remains incomplete. Germantown remains predominantly home to German immigrants and their descendants, for example. In general, Center City is home to many wealthy Anglo-Saxons and Quakers active in commerce and government along with their establishments and offices. The eastern part of Center City leading up to the Delaware River is a lively shopping and business district centered on 2nd Street and sprawling to its north and south for several blocks.

North Philadelphia is primarily home to a mix of Irish and German Catholics along with British Protestants. The northwest and northeast sections are also a mix of Europeans, varying between small Irish, German, and British neighborhoods scattered between expanses of farmland. The farms are owned by a limited assortment of wealthy Europeans of mostly British descent. South Philadelphia is home to a burgeoning Italian immigrant population, as well as numerous Black and Irish neighborhoods scattered throughout. West Philadelphia is also mostly farms and largely owned by the wealth

Despite the relative ethnic segregation, as a city of immigrants with a small indigenous population, the mix of peoples and perspectives throughout the relatively new sprawl of Philadelphia is already diverse. The overarching breakdown of the city is further subdivided into many smaller neighborhoods. Often these breakdowns fall along ethnic and religious lines, with neighborhoods emerging around the various cultures and their churches. There is no shortage of information out there about any of the historic Philadelphia neighborhoods in which you may want to set your game, and, if you choose to focus on the neighborhood level in your stories, it would behoove you to learn a little more about the ones you want to use.

There is also considerable variance within this general layout even at this time, and, in coming generations, the entire makeup and landscape of the city will change many times over. This accounting of the city's neighborhoods and their people shouldn't be read as a definitive ethnography of Philadelphia. Indeed, such a thing has never really existed despite the insistence of many nativist Philadelphians from many neighborhoods, all of whom, except the Lenni Lenape, were immigrants.



An Outline of the
NEWLY CONSOLIDATED CITY
Showing the
BOUNDARIES OF THE WARDS,
According to the Act, passed by the Legislature, Jan. 31st 1854

Published by
R.L. BARNES,
N.E. corner Market & 7th Streets.

The Publisher would respectfully inform the public that this OUTLINE sheet is merely a PIONEER to his LARGE MAP, which will be about 4 ft by 5 ft, it will embrace the whole of the NEWLY CONSOLIDATED CITY showing its political divisions and the Roads, not only of the old portion but that of the NEW, as laid out by the Street Commissioners

Friend & Aub. Lith 80 Walnut St

A NEW MAP
OF
THE CONSOLIDATED CITY

The Subscriber would respectfully announce to the Citizens of Philadelphia, that he has made arrangements to publish a

New Map of the City.

With divisions of Wards, in accordance with the late Act of Assembly of Consolidation. The Map will be on a Scale of two and a half inches to the Mile, showing the whole City from the junction of the Delaware and Schuylkill Rivers on the South and Poquessin Creek on the North. The Public may rely on having a

CORRECT MAP

As it will be made from

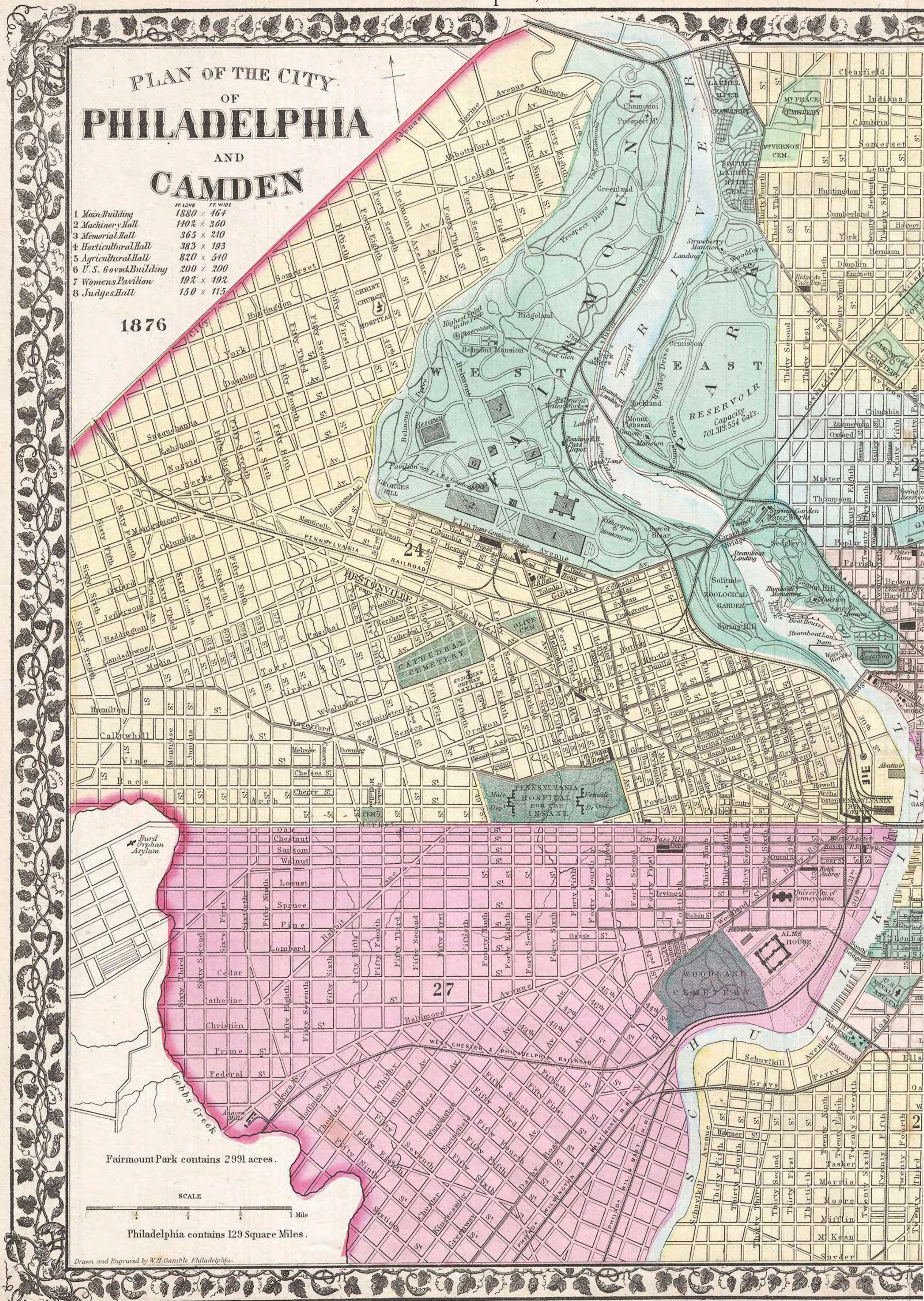
NEW and Actual Surveys of the Whole City

The Subscriber would also inform the Citizens that they will be called upon in a short time by the Agent, to subscribe for the Map, and he trusts that he will receive a liberal patronage from a generous public.

Size of Map about 4 feet by 5 ft
Price to Subscribers, $ 5
" Non Subscribers, $ 6

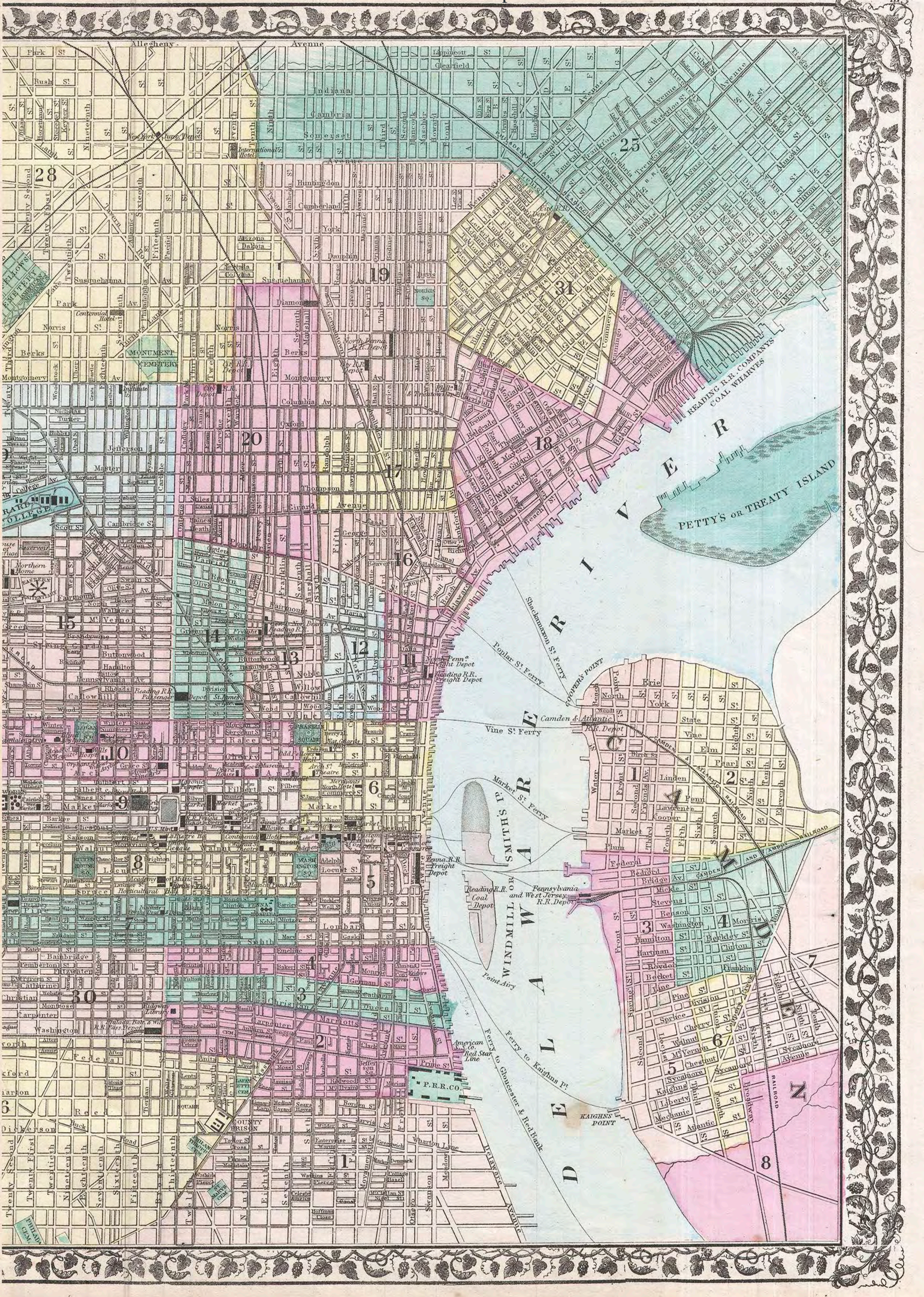
R. L. BARNES,
Map Publisher.
N.E. Corner Market and Seventh Sts.

Western Philadelphia, 1876


PLAN OF THE CITY
OF
PHILADELPHIA
AND
CAMDEN
FT. LONG FT. WIDE
1 Main Building 1880 × 464
2 Machinery Hall 1402 × 360
3 Memorial Hall 365 × 210
4 Horticultural Hall 383 × 193
5 Agricultural Hall 820 × 540
6 U.S. Govmt. Building 200 × 200
7 Womens Pavilion 192 × 192
8 Judges Hall 150 × 115
1876
WEST PARK
EAST PARK
FAIRMOUNT PARK
SCHUYLKILL RIVER
RESERVOIR Capacity 701,319,554 Gals.
ZOOLOGICAL GARDEN
PENNSYLVANIA HOSPITAL FOR THE INSANE
CATHEDRAL CEMETERY
WOODLAND CEMETERY
ALMS HOUSE
University of Pennsylvania
LAUREL HILL CEMETERY
Mt. PEACE CEMETERY
Mt. VERNON CEM.
GLENWOOD CEMETERY
HESTONVILLE
Burd Orphan Asylum
Cobbs Creek
24
27
Fairmount Park contains 2991 acres.
SCALE
¼ ½ ¾ 1 Mile
Philadelphia contains 129 Square Miles.
Drawn and Engraved by W.H. Gamble Philadelphia.

Entered according to Act of Congress in the year 1876 by S. Augustus Mitchell in the Office of the Librarian of Congress at Washington

Eastern Philadelphia, 1876



Vampires Across Philadelphia

In the Kindred scheme of things, the neighborhood breakdown bears little influence on the geographic dispersion of vampires throughout the city at this point, at least as far as Clan representation or hunting domains. It is true that the Ventrue enjoy the business virtuosity and the claims to former nobility that emerge from the haughty British, but in the New World, business acumen can emerge from anywhere and nobility is in much shorter demand than it used to be. New Ventrue hail from an array of classes and neighborhoods, often embraced for their capabilities more than their heritage or access to privilege.

The Malkavians hide among the city's insane, criminal, and indigent, so while the asylums and almshouses sometimes find themselves plagued by Malkavians, the Lunatics pop up (or hide) throughout the city. As always, some of them are more obvious than others.

The Gangrel of Philadelphia tend toward the northern, western, and northeastern wilds, occasionally making their way into the city but largely remaining in the wilderness. By 1876, they've begun actively pressing a claim for domain on Fairmount Park and seeking further involvement in the city's politics, if only for self defense.

The Toreador can be found among entertainers, artists, and bohemians from any background in any neighborhood, although the Center City theater, shopping, and gallery districts are their most popular haunts. They make their havens anywhere in town they find appealing, depending on their tastes.

The Brujah find the fighting spirit among all of Philadelphia's many impassioned neighborhood warriors, embracing from those who battle for their people and their faith. They may emerge from anywhere but are more likely to come from the neighborhoods outside Center City because the privilege of the upper classes rarely breeds the passions the Brujah seek in new childer.

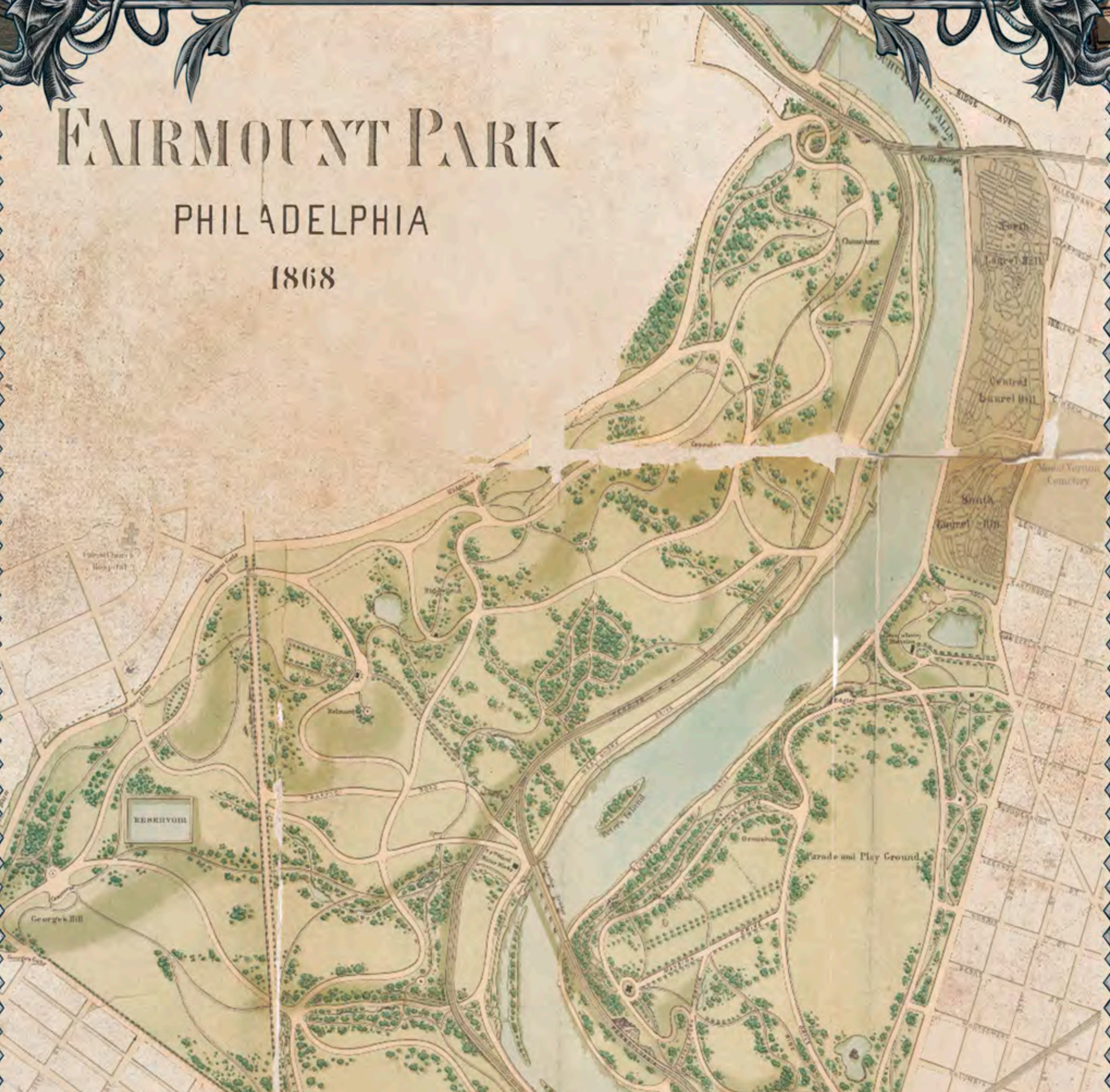
The Tremere have been a fairly small and insular coven until the arrival of Alice Kyteler, which has brought an increase in their visibility and participation in the Camarilla. The Chantry is in a mansion within a cemetery south of Center City Philadelphia, but individual Tremere make their havens throughout the city.

The Nosferatu appear to be a limited presence, but they toil unseen and in untold numbers to expand their subterranean grottos, as well as their labyrinths beneath the streets. A handful keep havens known to the local Camarilla, but the majority live in the aforementioned grottos (some of which are quite nice, despite their earthy locales) or keep their homes secret.

Philadelphia's vampires have appeared as the mortal population has grown and taken their chances where they've presented. They prey upon and hide among sectors of society, as well as geographic locales, so the city's Kindred can be found mixed across its many neighborhoods and their many peoples. Vampires also experience the same conflicts as their mortal counterparts, particularly those who are not white or European. Black Kindred are as likely to be attacked by European Americans in the wrong part of town (or even their own neighborhoods) as Black mortals. Even the wrong kind of white person can be jumped by other white Americans for straying into an ethnically insular or unfriendly neighborhood.

In many cases, Philadelphia's Kindred are embraced in part for the roles they've played in their neighborhoods and retain some version of those ties and roles in their unlives, at least early on. Still, others migrate from other places and settle where they see fit or abandon their former lives altogether to brave the larger city in search of something different.

Prince Jacob has been a forward thinker as far as locating Philadelphia's vampires. He pressed all his mortal influences to help accomplish the Consolidation Act of 1854 as a formal expansion of his domain. He sees his city as a whole, and he makes no limitations on which Kindred may reside in what parts of town except those defined under domains granted by him. He mostly makes such grants in return for boons, service to the city, or other meritocratic acts, and, for now, the only clan-specific domain claim is that of the Gangrel, which has yet to be formally recognized.


FAIRMOUNT PARK
PHILADELPHIA
1868
North Laurel Hill
Central Laurel Hill
South Laurel Hill
Mount Vernon Cemetery
RESERVOIR
George's Hill
Parade and Play Ground
Lansdowne
Belmont
SCHUYLKILL
Fairmount Water Works
GIRARD AV
LANCASTER

Important Locations

Philadelphia is home to many nationally and world renowned historical landmarks. Its place in the history and mythos of the American Revolution make it noteworthy to the point of romance among those interested in early Americana and the foundation of the United States. Additionally, there are locations around the city with which you should just have a general familiarity if you want to run this setting. We'll cover some methods of breaking down the large landscape into manageable pieces in **Chapter Four: Blood on the Cobblestones**, where we go over scale and focus. In the meantime, here are a few more significant locales to get you started thinking about Philadelphia as a stage for your game.

Lith.of J.T.Bowen, Phil^{a}

FAIRMOUNT,

Pub^{d} by J. T. Bowen at his Lithographic & Print Colouring Establishment, N^{o} 94, Walnut Street, Philadelphia.

Entered according to act of Congress in the year 1840 by J. T. Bowen in the Cl^{k} Off^{e} of the D^{t}C^{t} for the E^{n}D^{t} of P^{a}

Fairmount Park and the Philadelphia Zoological Gardens

In 1844, the City of Philadelphia purchased the sprawling estate of Henry Pratt just west of the city, including the Lemon Hill mansion. The city was starting a large effort to protect the water supply in the wake of several yellow fever epidemics by buying and preserving properties along the Schuylkill River. In 1855, the city dedicated the land to public use under the name Fairmount Park and, for several years thereafter, continued buying contiguous property to expand it.

In 1859, the Commonwealth of Pennsylvania commissioned the Philadelphia Zoological Garden, although it wouldn't be formally built until 1874 due to the Civil War. Ultimately, it became the first full zoo in the United States, taking up dozens of acres outside the Solitude Mansion in the southern part of the park off the western bank of the river.

Fairmount Park is an important exception to the typically political bartering of domains in Philadelphia's Camarilla. Since its purchase and incorporation into the city, a territorial conflict has been simmering between the Gangrel, who have stalked the farms and forests the park used to occupy, and the Nosferatu, who see the Gangrel presence as an encroachment on their center of power around the Fairmount Water Works.

The Fairmount Water Works stands on the eastern bank of the Schuylkill River at the southeast end of the park. It serves to provide clean drinking water to the city from the river, processed through the Water Works into a massive reservoir just to its east.

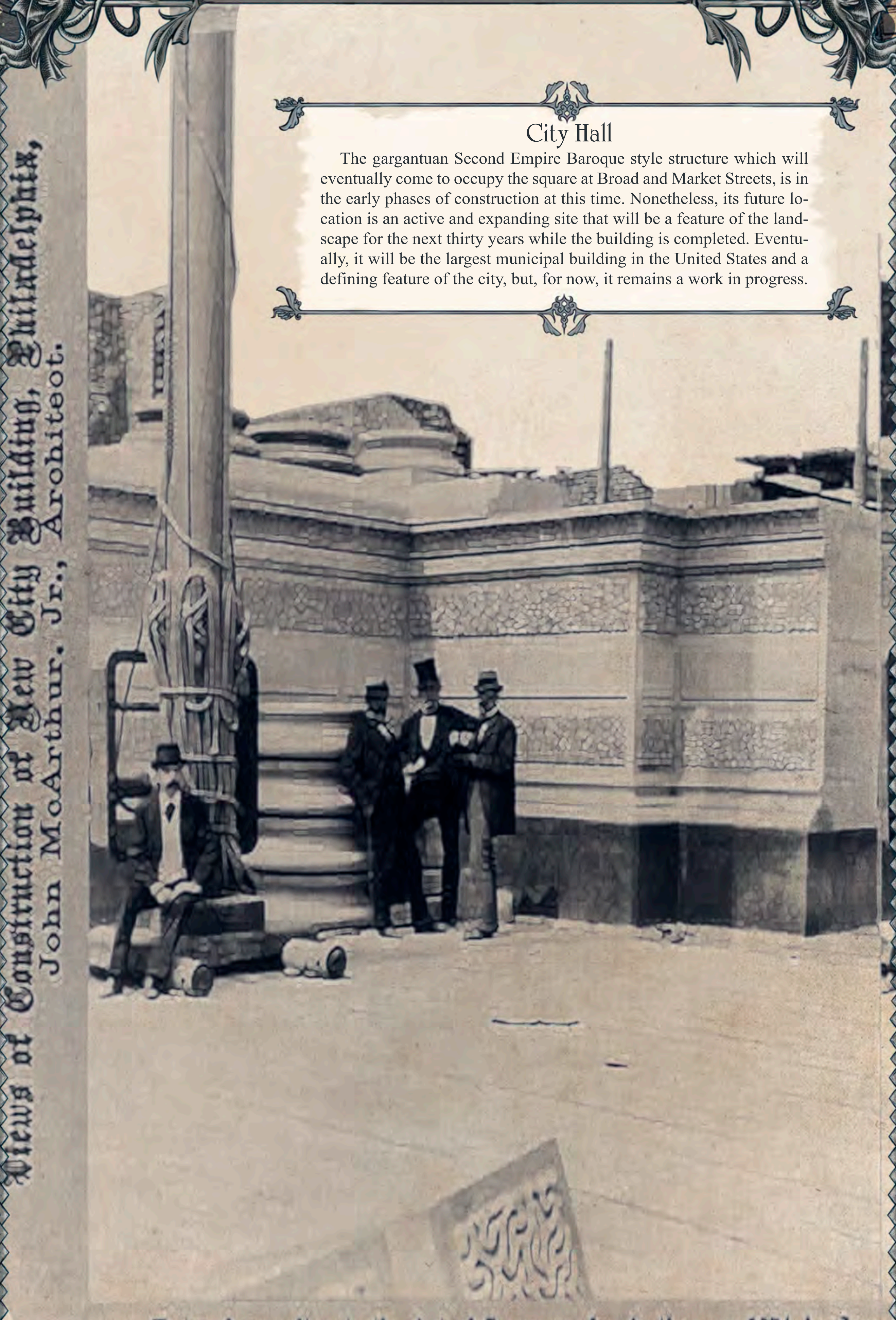
INDEPENDENCE HALL.

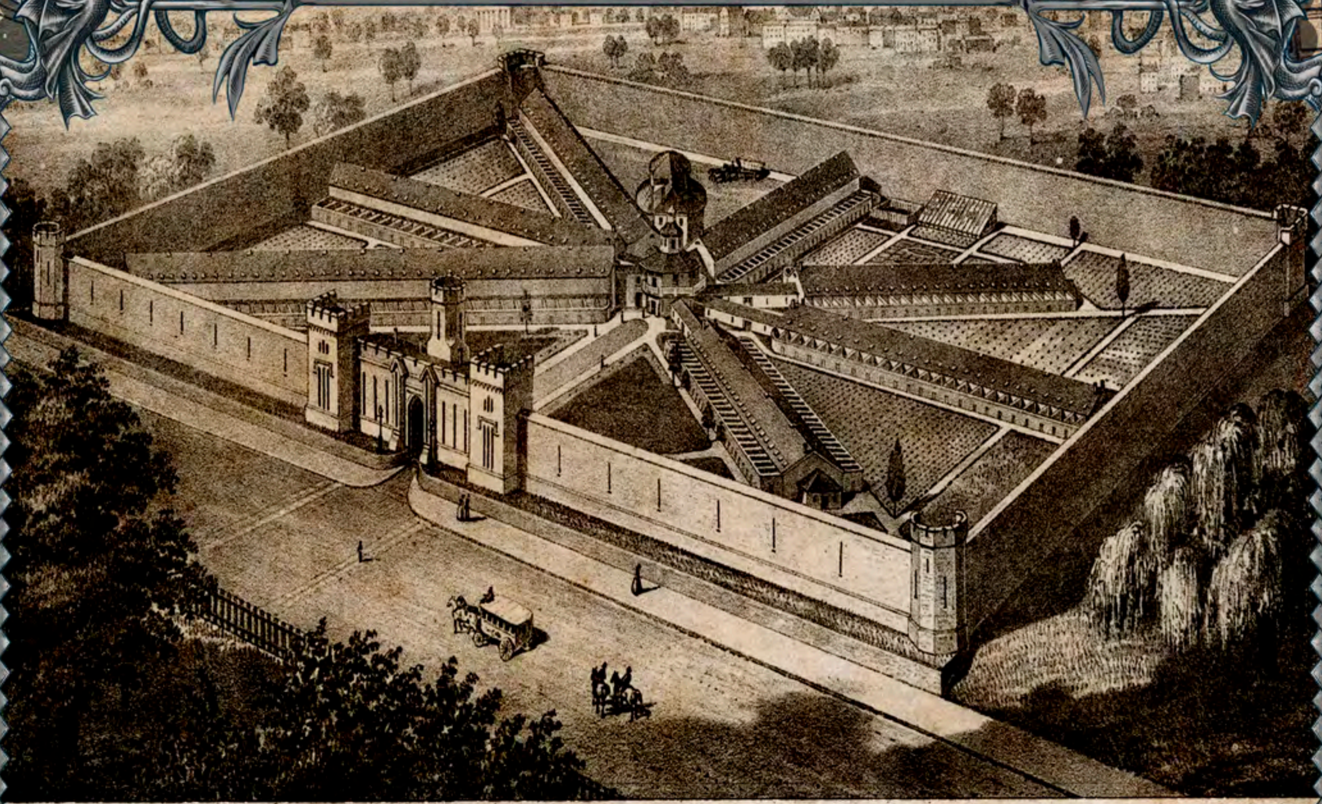
PHILADELPHIA 1876.

Independence Hall, originally called the Pennsylvania State House, is at the center of Philadelphia's national historicity. The Declaration of Independence was famously signed here on July 4th, 1776, and, when the war it started was won, the Constitution of the United States was drafted and signed here in 1787 in the same room. The Pennsylvania State Constitution reauthored here in 1790. The scribe of note for both documents was Jacob Shallus, now the young Ventrue Prince of Philadelphia. We experiment with keeping Elysium in Old City Hall, one of the wings of Independence Hall, during **Chapter Five: Herman's Revolution**, but have left the decision on where to locate this important feature of the game up to you.

City Hall

The gargantuan Second Empire Baroque style structure which will eventually come to occupy the square at Broad and Market Streets, is in the early phases of construction at this time. Nonetheless, its future location is an active and expanding site that will be a feature of the landscape for the next thirty years while the building is completed. Eventually, it will be the largest municipal building in the United States and a defining feature of the city, but, for now, it remains a work in progress.


Views of Construction of New City Building, Philadelphia,
John McArthur, Jr., Architect.
Entered according to the Act of Congress, &c., in the year 1874, by Jame



This Institution known as "Cherry Hill State Prison" at Philadelphia, is the Model Prison of "The Pennsylvania System of Prison Discipline" or "Separate System" as it is called to distinguish it from "The Congregate". Each Convict occupies a single Cell or Workshop, and is thus separated from all other convicts. The Building was begun in 1822. The walls, 30 f.t high, 12 f.t thick at base, 2 f.t 9 in: at top, enclose a square plot of Ten Acres. There are 7 Corridors of Cells, capable of receiving 500 convicts. The average number confined annually is less than 300. Some cells are 11 f.t 9 in. by 7 f.t 6 in. with yards attached, 15 f.t by 8 f.t Others are double this size all lighted and warmed and ventilated – Gas is introduced into the corridors. Heat by hot water thro' pipes. – Water in each cell and other Conveniences

The above is a Bird's Eye View of the Buildings – Grounds and Environs

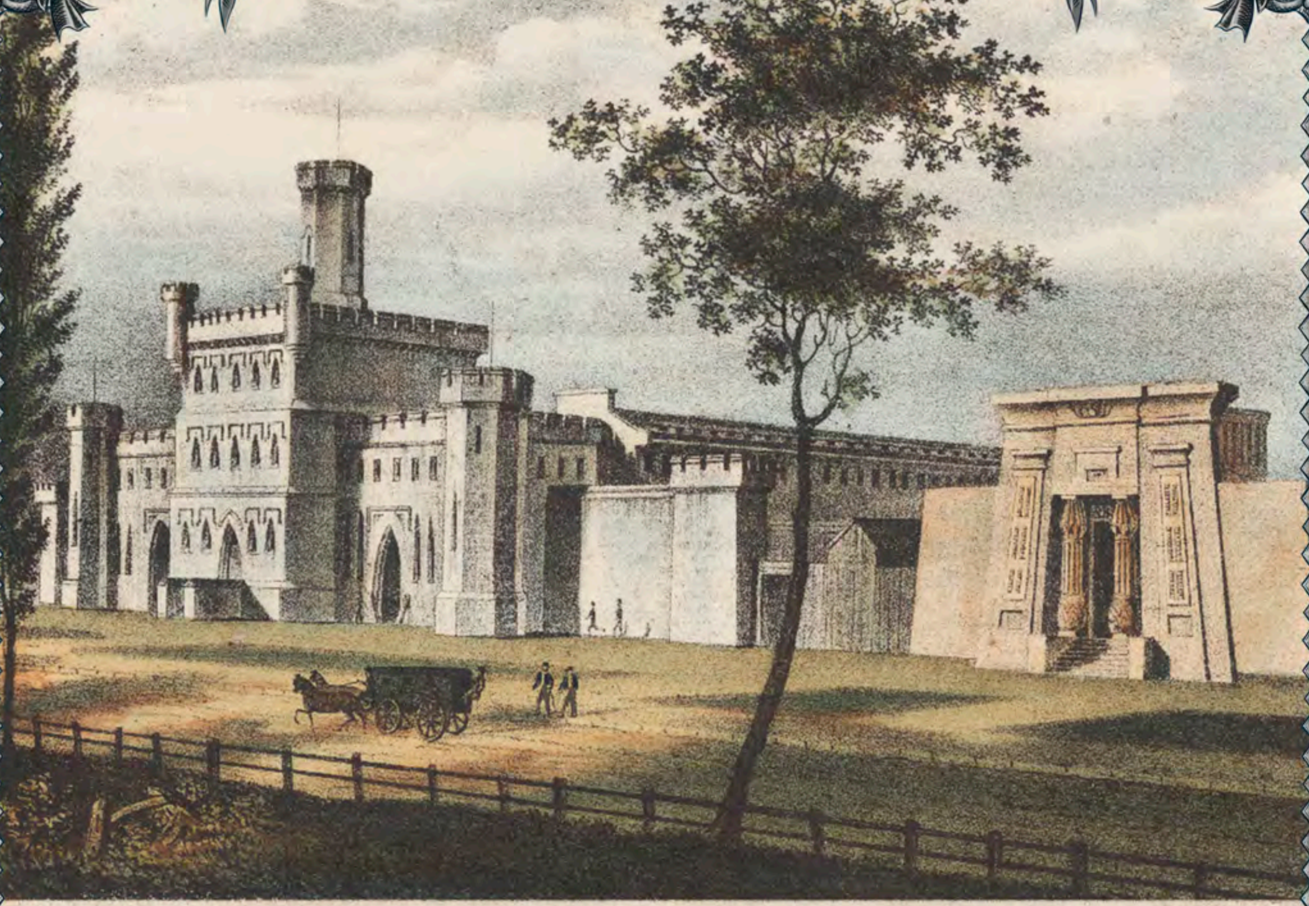
– April 1856 –

THE STATE PENITENTIARY,

FOR THE EASTERN DISTRICT OF PENNSYLVANIA.

The Eastern State Penitentiary, just a few blocks east of Fairmount Park and south of Girard College along Fairmount Avenue, was completed in 1829. It was the largest and most expensive government building in the United States when it opened. It was founded with the idea of reform and rehabilitation over punishment, separating it as a penitentiary from the harsher and more punitive prisons of the day, but it relied on a system of solitary confinement and labor. Individual inmates were kept in singular cells in rows, housed in blocks, with no access to each other. This method of dealing with criminals, dubbed the "Pennsylvania System," was designed to preserve and encourage the good in the individual offender, but would later be described as "cruel and wrong" by Charles Dickens after he visited in 1842. The complex features numerous cell blocks arranged in a radial pattern around a central office structure. Both the Pennsylvania System and the structural model of the prison will later be adopted by hundreds of prisons around the world.

In 1876, Eastern State Penitentiary houses both common criminals and more serious offenders, including some sentenced to death (although the prison will never see any actual executions). Inmates at Eastern State are convicted and sentenced, typically for felonies. Philadelphia's misdemeanor offenders, and those awaiting trial, are most often held at **Moyamensing Prison** on Passyunk Avenue in South Philadelphia (which does host a number of executions in its time). Juvenile offenders are held at the **House of Refuge**, just off the campus of Girard College.



Lith. of J. T. Bowen. Phila.

MOYAMENSING PRISON

Published by J. T. Bowen at his Lithographic & Print Colouring Establishment, 94 Walnut St. Phila.

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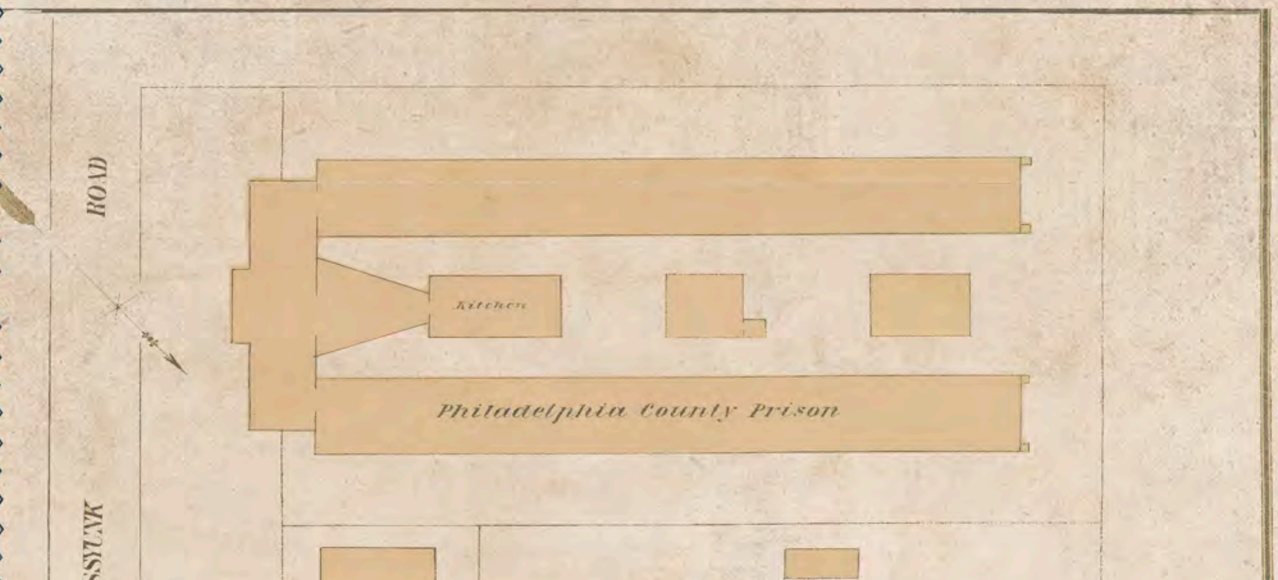
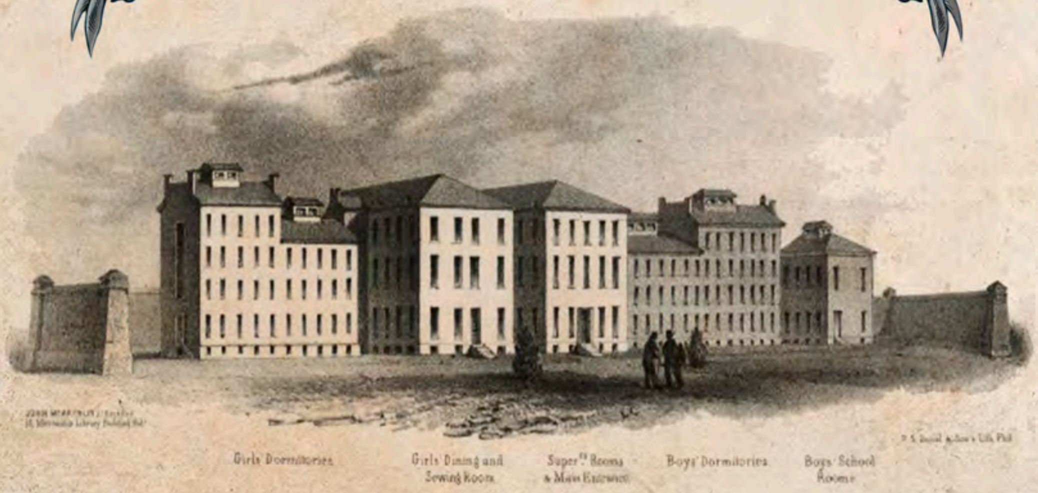
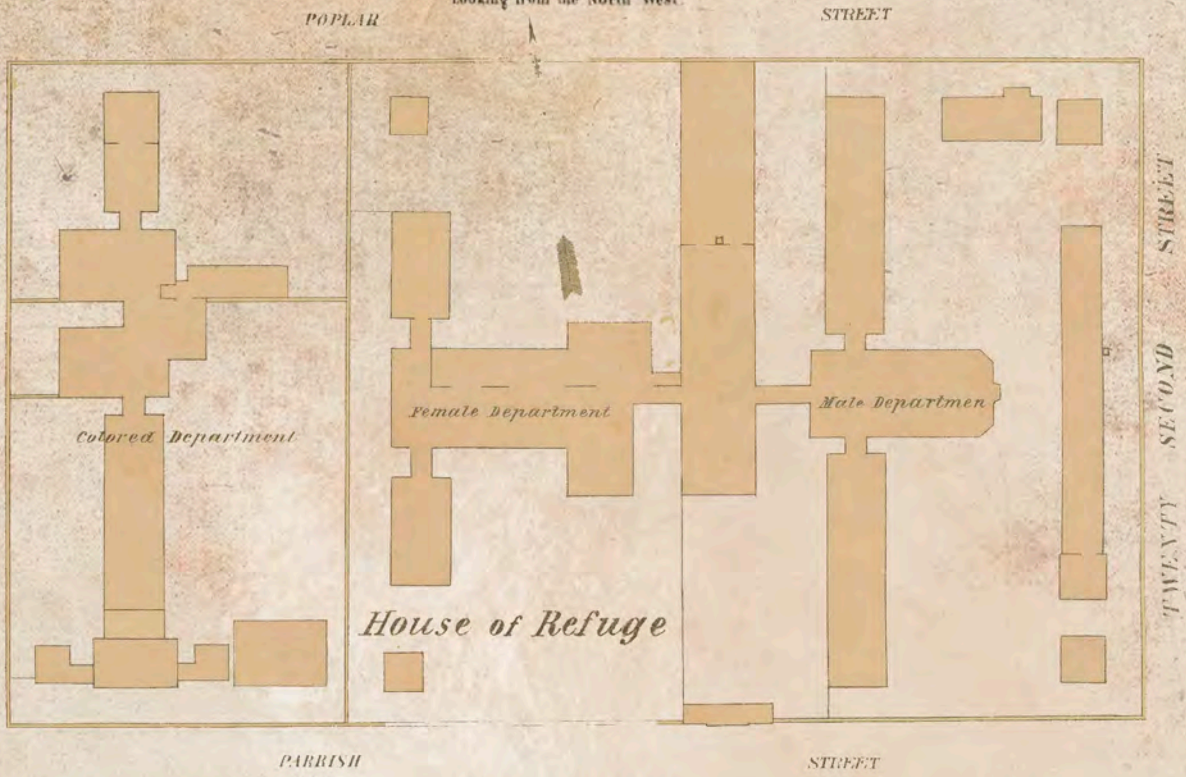
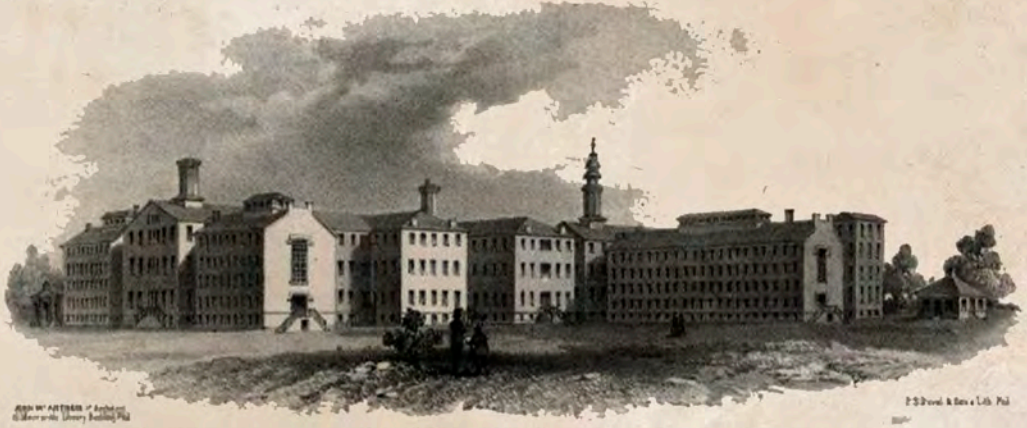



Girls Dormitories
Girls Dining and Sewing Room
Supert.s Rooms & Main Entrance
Boys' Dormitories
Boys' School Rooms
P. S. Duval & Son's Lith. Phil.

VIEW OF THE DEPARTMENT FOR COLORED CHILDREN OF THE HOUSE OF REFUGE.

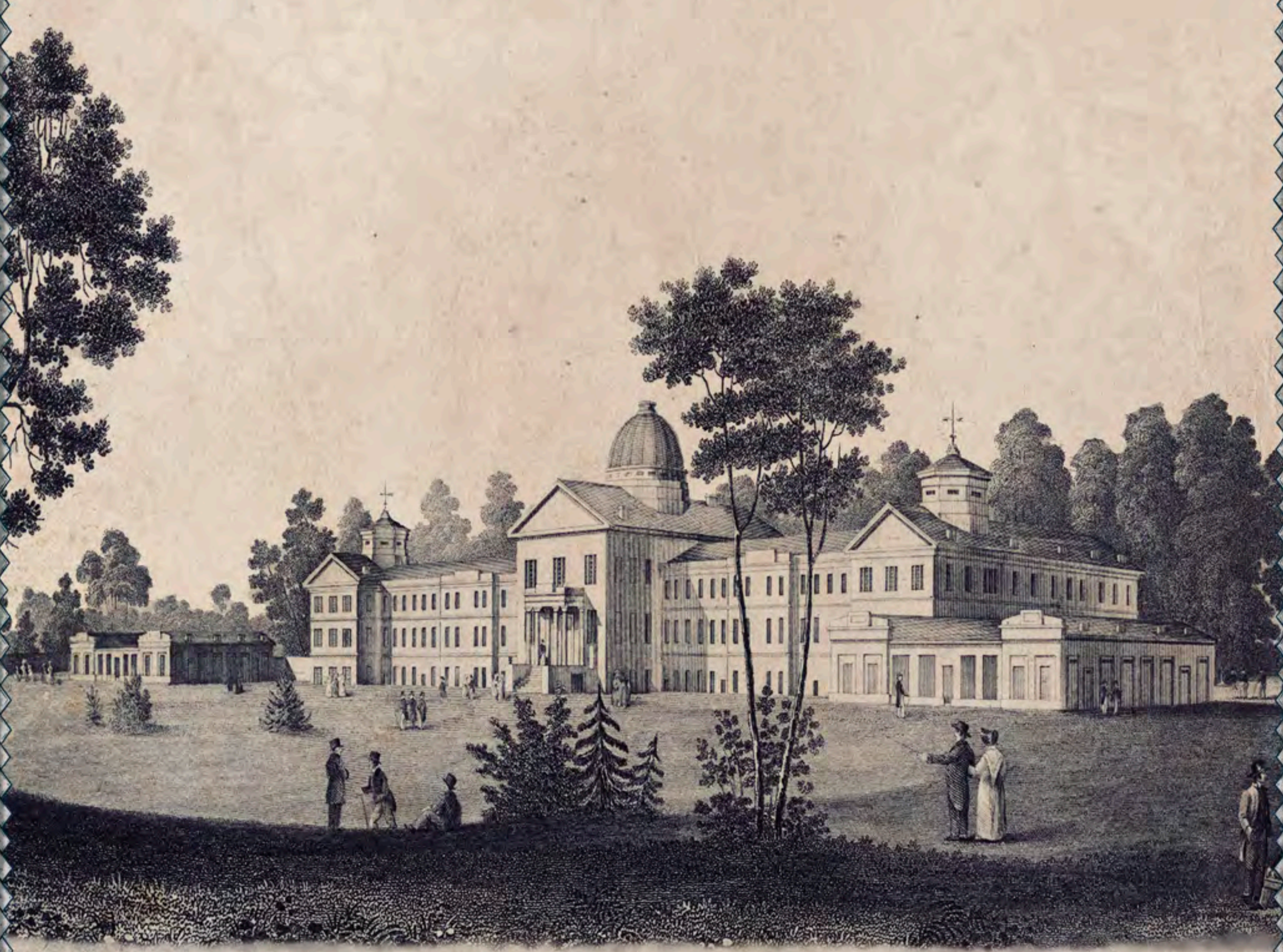
Looking from the North West.




P. S. Duval & Son's Lith. Phil.
Girls' Dormitories
2nd Class
1st Class
Girls' Work & Sitting Room.
Officers' Rooms & Main Entrance
Boys' Dormitories 1st Class
Boys' Workshop 1st Class.

VIEW OF THE DEPARTMENT FOR WHITE CHILDREN OF THE HOUSE OF REFUGE.

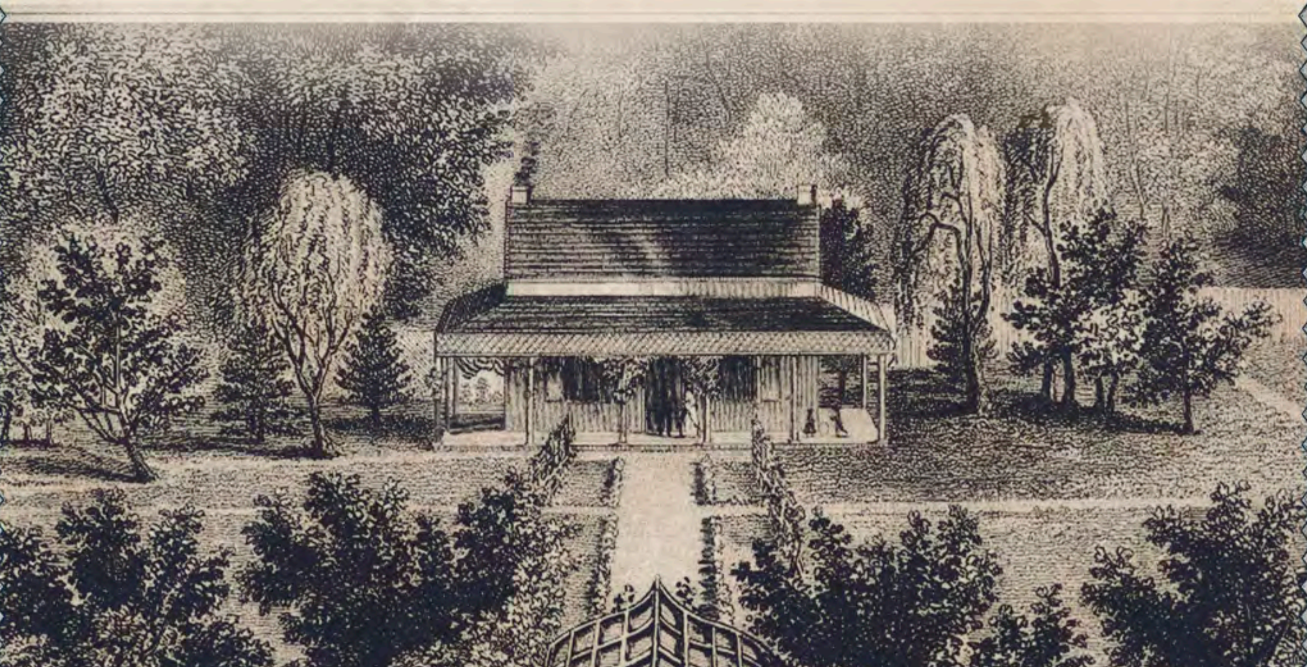
Looking from the South West.



PENNSYLVANIA HOSPITAL FOR THE INSANE.

Pennsylvania Hospital for the Insane, on Market St. between 42nd and 49th, houses the largest institutionalized portion of Philadelphia's mentally ill at this time (but certainly not the majority). The brainchild of physician and mental health advocate Thomas Kirkbride, it was designed and built over the course of a decade and open in 1841. Kirkbride was a student of the early Quaker mental health outreach at Friends Asylum, and believed society needed to do better by the mentally ill. He found the common treatment and housing of those struggling with mental diseases repugnant, and set out to build a better kind of building in which to execute a better kind of treatment strategy, starting with more sunlight and human contact. Kirkbride wrote a seminal work on this topic titled *On the Construction, Organization, and General Arrangements of Hospitals for the Insane with Some Remarks on Insanity and Its Treatment*, and, like the Eastern State Penitentiary, his hospital became the model for hundreds of other asylums like it across the United States. It was known as the Kirkbride Plan, and the Pennsylvania Hospital for the Insane was sometimes called Kirkbride's Hospital.

Friends Asylum for the Relief of Persons Deprived of the Use of Their Reason, more commonly called Friends Hospital, Friends Asylum, or Frankford Asylum, serves the mentally ill in the northeast of the city. It is one of several mental hospitals in Philadelphia which serve either a particular area or the overflow from the Philadelphia Hospital for the Insane. Friends Hospital was founded by Quakers in 1813, and is the nation's first privately run psychiatric hospital. Alongside Kirkbride's Hospital and treatment philosophies, the physicians at Friends will also come to shape the course of nineteenth century psychiatric medicine.



Engraved at J.M.Butler's Establishment, Jayne's Building, Philad^{a}.

GARDEN AND LIBRARY
AT
FRIENDS' ASYLUM FOR THE INSANE.
PHILADELPHIA.

The Philadelphia Almshouse, also known as the Blockley Almshouse or the Old Blockley, is the largest of Philadelphia's poor houses, one of the last places anyone would ever want to end up. Located at 36th and Pine Streets, it houses the city's homeless, indigent, and those mentally ill who cannot or will not go to one of the asylums for any number of reasons. Unfortunately, there are far more of them in the streets and almshouses than there are patients in the hospitals. Largely run by nuns and inhabited by derelicts, the Blockley Almshouse is not safe for anyone. Violent criminals, thieves, drunks, opium fiends, and diseased prostitutes abound, sometimes all rolled into the same foul assailant. Any time the city is stricken by any kind of epidemic, the Blockley and other almshouses see the worst death tolls. For many of Philadelphia's most unfortunate, the Old Blockley or another poor house will be their dismal, final stop on the way to an untimely demise. Still, as in any loathsome pit of human detritus, some of Philadelphia's most selfless acts of kindness happen in the almshouses. They may be the bottom of the barrel, but they also house a living culture of the desperate that strives in spite of itself.

The University of Pennsylvania has recently moved to a property it purchased in West Philadelphia from the large estate of the Blockley Almshouse. The University was originally a medical school primarily, but in recent decades has taken on a vibrant assortment of liberal arts departments and students. Prior to the move, the university was located closer to Center City, at Ninth and Market Streets. By 1876, the school has expanded to become a full university, but no students live on campus, yet. Primarily serving men, the student body at Penn is mostly parsed up into fraternities and the housing handled through their chapter houses. The houses are still located around the prior campus, and it will be another few years before they start to build new homes for the new location. It will also be two more years before the university graduates its first female students, a pair of chemists named Gertrude Klein Peirce and Anna Lockhart Flanigan.

Lith.r of J. T. Bowen Philad

UNIVERSITY OF PENNSYLVANIA

Published by J. T. Bowen, at his Lithographic & Print Colouring Establishment, No. 94 Walnut St. Philadelphia

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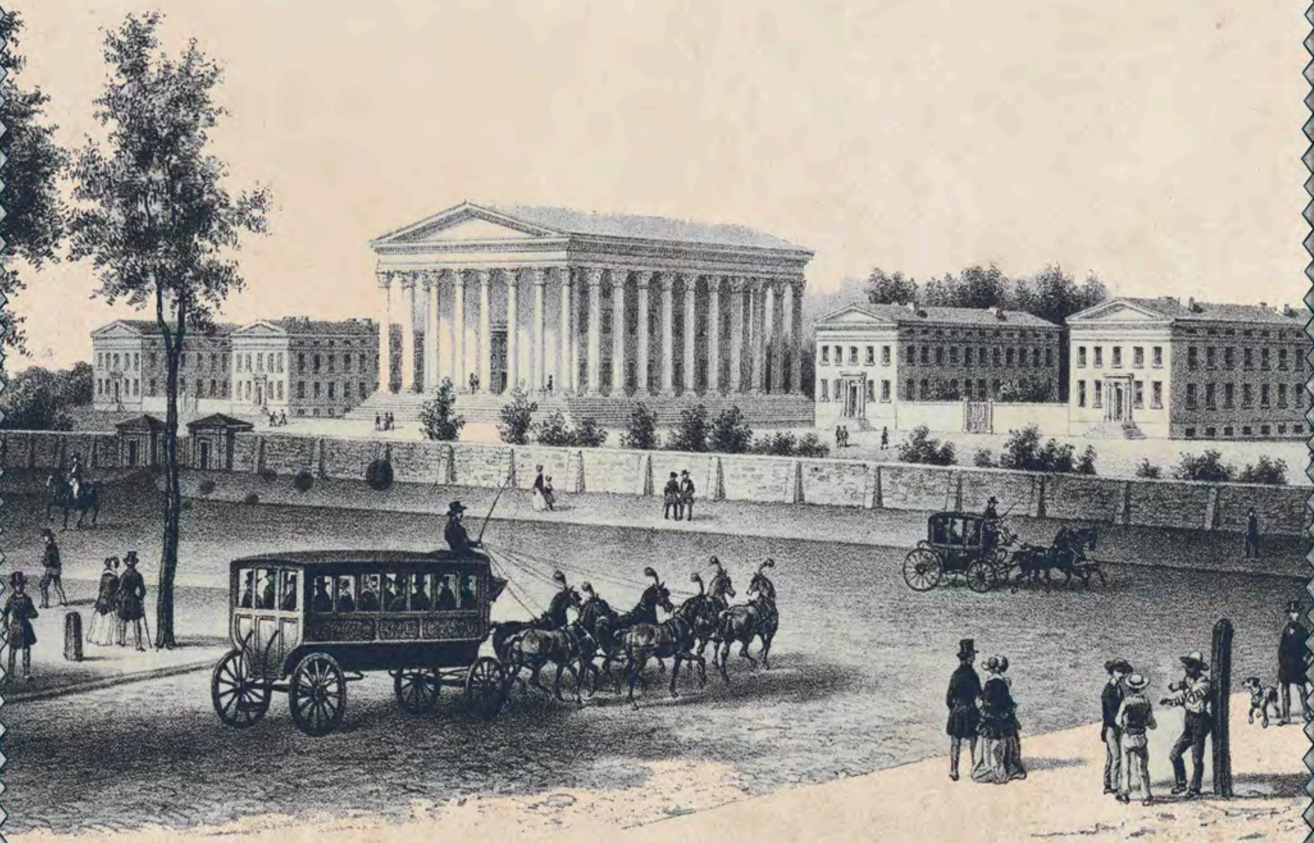


Paris & New York, published by Goupil, Vibert & Co
9

GIRARD-COLLEGE

Entered according to act of congress, in the year 1848, by Aug. Kellner, in the clerk's office of the district court for the southern district of New-York.

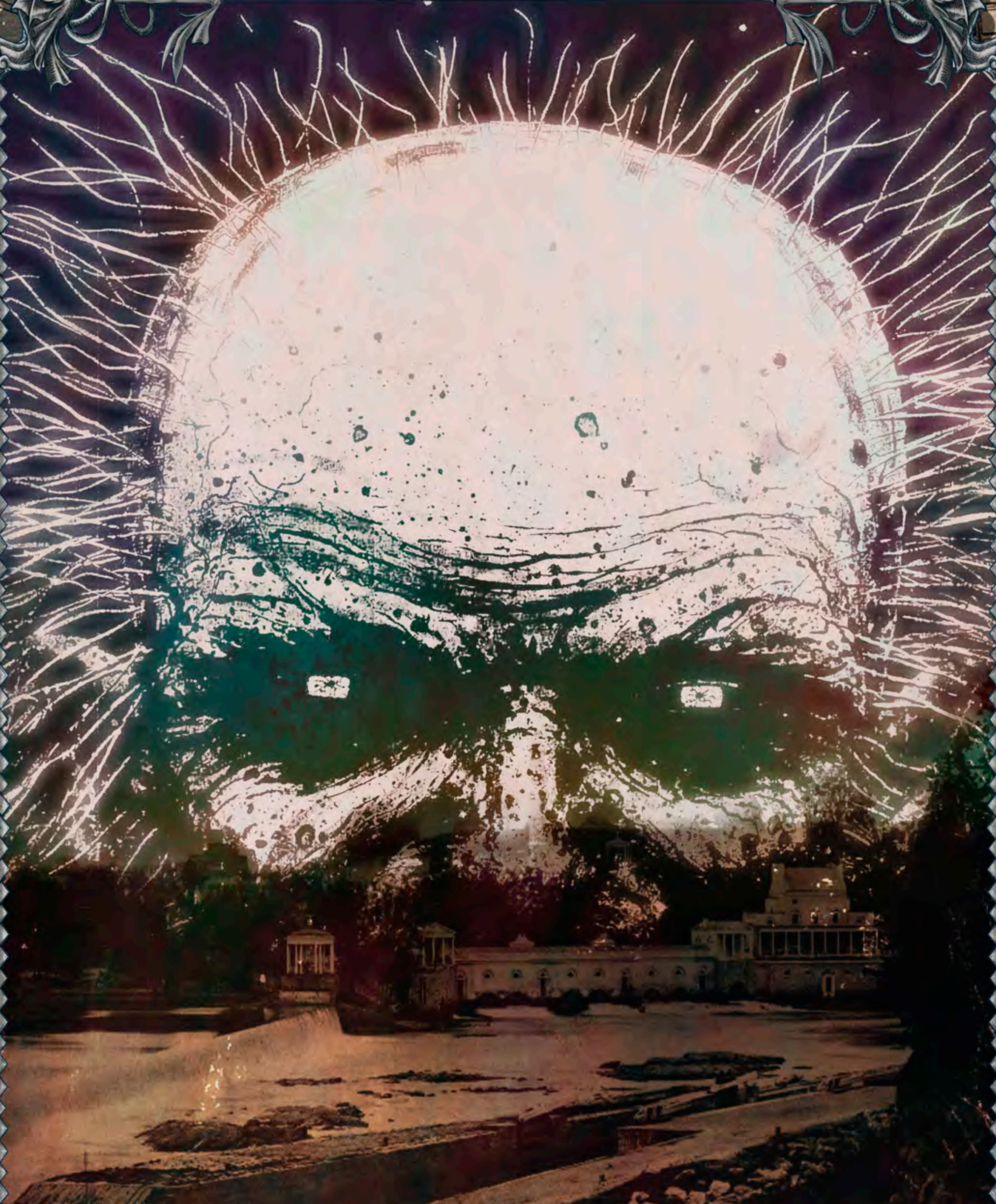
Girard College opened its doors in 1831, a dying gift from banker, shipping mogul, and slave owner Stephen Girard to the future of white workmanship. The college aimed to provide vocational training to poor, white, male orphans in order to elevate them in society through employment. Girard had seen the value of labor improve the lot of many in his time as a mercantilist and global shipper, but as a slave owner did not see the same future potential for Black workers. Still, many of Philadelphia's skilled tradesmen and construction entrepreneurs emerge from Girard College in 1876, and many of them play a part in building the Centennial International Exhibition in Fairmount Park and the new City Hall. Furthermore, the college's central location along Ridge Avenue just north of Eastern State Penitentiary and east of Fairmount Park make it a prominent feature of the city's landscape. Stephen Girard's dubiously racist legacy will live on for nearly another century at the school, which won't accept its first Black students until 1968.

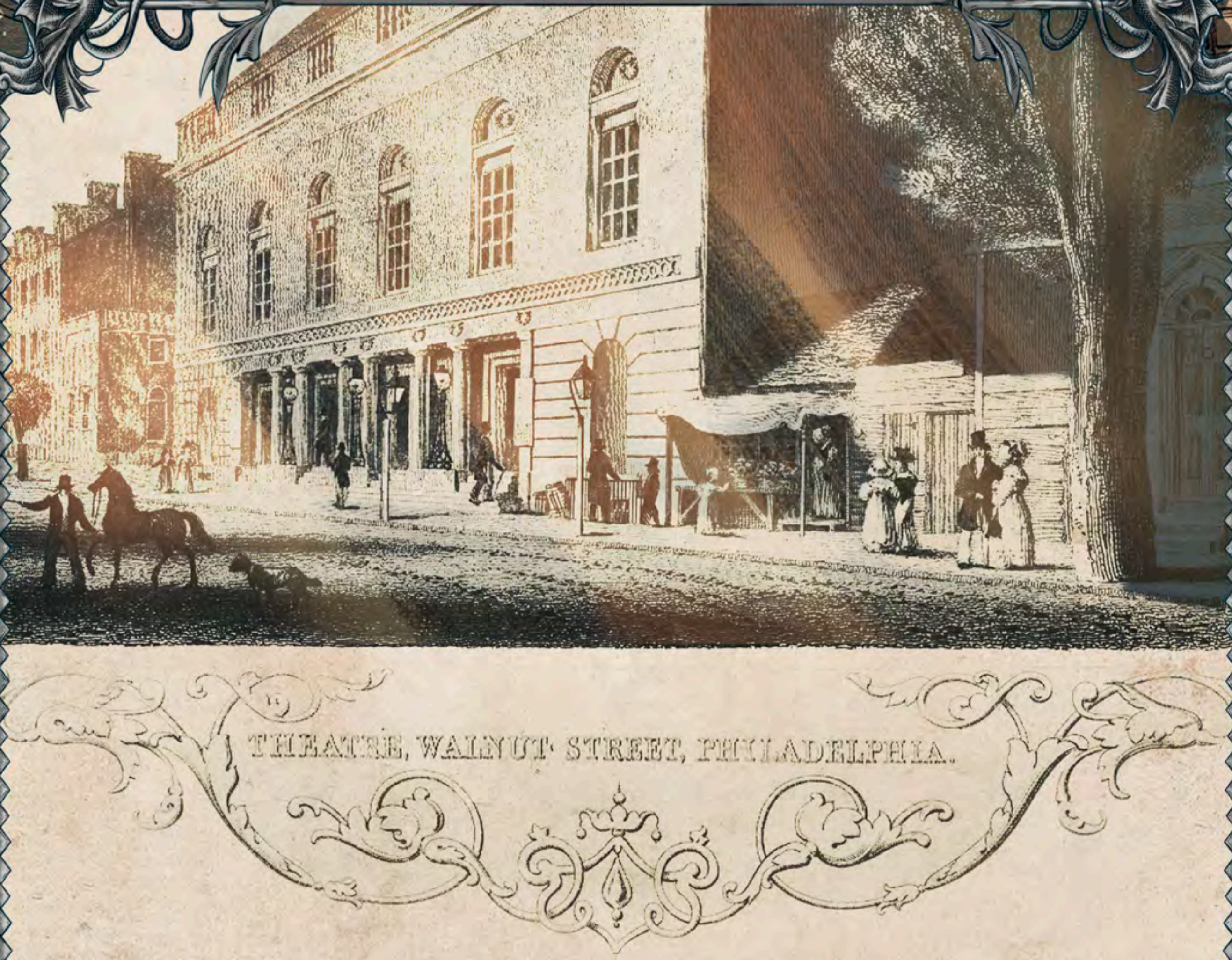
The Cemeteries of Philadelphia are many and scattered. Most neighborhoods have one or more, often operated by the local parish but sometimes also privately owned. The major graveyards around the city include **Laurel Hill Cemetery and South Laurel Hill Cemetery**, in the far north of Fairmount Park, which connect directly to **Mt. Peace and Mt. Vernon Cemeteries**, serving far North Philadelphia. To the east of Fairmount Park, **Glenwood, Oddfellows, and Monument Cemeteries** serve lower North Philadelphia. South of Fairmount Park, West Philadelphia is served by **Cathedral and Olive Cemeteries**, and further south by **Woodland Cemetery**. Woodland mansion, in the south of the cemetery estate, is also home to the Tremere Chantry. South, west, and east of here, the greater south Philadelphia area is mostly served by smaller neighborhood graveyards, run by churches.

DECORATION DAY AT PHILADELPHIA: ORPHANS DECORATING THEIR FATHERS' GRAVES IN GLENWOOD CEMETERY.

The Delaware and Schuylkill Rivers are both essential parts of life and livelihood in Philadelphia. The Delaware in the east, much larger by comparison, is host to hundreds of businesses composed of manufacturing, warehousing, and shipping operations on its banks with ready access to load and unload cargo vessels. It flows north to south, connecting the city to points north and east in New Jersey and New York State. The Schuylkill is smaller (but still a sizable river), and its tributary inlets link Philadelphia north and west out into central Pennsylvania. It hosts fewer businesses and cargo docks. The two waterways connect at the south end of Philadelphia, dumping out into the Delaware Bay. Both are steadily teeming with activity, playing host to cargo ships, fishermen, leisure boats, and luxury steamboat cruises at all hours of the day and night.

VINE STREET FERRY, TERMINUS OF THE CAMDEN AND ATLANTIC RAILROAD.
DELAWARE RIVER


Fairmount
Schuylkill Riv.



THEATRE, WALNUT STREET, PHILADELPHIA.

Entertainment and Nightlife

Philadelphia has a lively and vibrant entertainment culture. Taverns stay open until midnight or later, and hotels around Center City buzz with activity until the wee hours of the morning. The Arch St. and Walnut St. Theaters feature the latest traveling plays and musical acts, and there are dozens of smaller playhouses in or near Center City that host smaller runs of large shows and innumerable smaller acts. In Center City, some amount of crowd and pedestrian traffic can be expected on almost any night of the week. Likewise, gambling and party boats dot both rivers most days and nights, bands playing on the decks as wealthy patrons piss away their daily fortunes on booze, cards, and courtesans. When the normal taverns close down, private clubs of various standings open up to take in late night revelers and sots. Their quality varies with the class of patron, but all classes of patron can find a 'round-the-clock watering hole of some kind if they're committed enough. Outside of central Philadelphia, the amount and variety of entertainment options varies. Generally, the closer a neighborhood is to the center of things, the more it will have going on and the later you'll find people in the street. Exceptions include neighborhood taverns, which may be the only establishments open in their vicinity after a certain hour and may not remain open very late if business is slow. Some neighborhoods drink more than others, depending on the local work and religious cultures.

No matter where you are in the city, everything slows down on Sundays. Philadelphians, for all their many sins and hypocrisies, are almost ubiquitously members of religious communities, and the vast majority are Christians. Religiosity among individuals varies widely, but even most atheists of the time are still likely to turn up at a Sunday service where many other local matters besides faith will be born out. Church is the dominant mortal social affair of Sundays in Philadelphia.

Jacob

A History of Philadelphia's Kindred Through the Eyes of its Prince

Jacob Shallus has come to see his early nights with the one who created him as his first. He can't be sure whether his grooming truly began then, but it was in the bitter cold Ontario nights of late 1775 that he met Victor Laurent. Victor came to Jacob's battalion as an early recruit from among the French speaking Quebecers seeking to support the Thirteen Colonies in their war against the British. It was chance, so far as Jacob has ever been able to surmise, that brought them together.

When Victor first joined the battalion's ranks, Jacob was assigned to the night shift supply watch. More than a simple guard, Jacob always set about taking stock and inventory while watching his fellow soldiers' supplies and ammunition. Victor came one night with Jacob's commanding officer to find him going about his duties and was assigned to help Jacob guard the stocks. The officer departed, and the newly introduced pair struck up a conversation. Victor said he was new in the regiment from Quebec, with no love to lose for the British. He had a sly, easy kind of conversational tone, tinged with a little French sarcasm, and they bantered through the night as he helped Jacob watch the rations and pass the time in the icy Canadian woods.

Over the coming months, Victor was frequently assigned to Jacob's patrols and posts, and the two began a growing and continuous conversation about government and governance, each offering his ideas about what the newly formed nation might, and should, become if the revolution were to succeed. Jacob developed a respect for Victor's seemingly endless well of political hypotheses and casual but candid historical perspective. The man was fascinating, often challenging Jacob's own educated outlooks in ways he found himself at a loss to answer.

Victor, for his part, developed an unexpected appreciation for Jacob's open minded attention to detail in his conversations and his commitment to duty in the face of a desperate winter. Jacob and his fellow revolutionaries had endured a gauntlet of stiff marches against stiffer winds and dwindling food stocks to come to Quebec and fight. Jacob was an educated, philosophical thinker and mortally whimsical, idealistic revolutionary, but he was nonetheless a stalwart survivor and disciplined administrator of what he saw as his duty to the regiment and the Revolution. He was all in on the Revolution and was always imagining the shape of the future its success might bring both to his life and to a new nation.

In the months they patrolled and stood guard together, Jacob and Victor became as close as friends brought together by blood and bullets can usually become. It all ended one night when, returning to his quarters just before the invasion of Quebec to retrieve his forgotten pistol, Jacob discovered Victor guzzling the lifeblood of another soldier behind their tent. Lost in the hunger after months of rationing and restraint, Victor had killed the man, little more than a boy really. As he looked up and recognition set in on both their faces, Victor leapt to his feet and dashed off into the night.

Jacob tried to save his fallen comrade, but he had already lost too much blood, dying right there in Jacob's arms. Jacob called out for help, even as he watched in startled confusion as the ichor in the wounds seemed to seep into the pierced flesh, and the holes themselves sealed closed before his eyes. When help finally made it to him, the young soldier lay dead on the ground, bloody but with no apparent marks on him. Try as he might, Jacob could not find a single soldier among the ranks, not among the Quebecers, not even the officer who had introduced them, who had ever heard of anyone called Victor Laurent.

The soldier died, as soldiers do, and, while mysterious, his death was ultimately chalked up to exposure and malnutrition when no other injuries could be found. The invasion of the city began, and the rest of the regiment forgot, but Jacob never could. He finished his service, going on to become quartermaster of Pennsylvania's First Battalion and later the penner of the United States Constitution, but Jacob never forgot about the intriguing historical and political prodigy Victor Laurent, the bizarre and inexplicable murder he commited, or the surreal way in which he vanished into the night without so much as a trace or even a memory.

A Sinister Intrusion

It was one night over two decades later when Jacob walked into his study to find Victor resting easily in his favorite chair, his face utterly unchanged from their time in Canada. Jacob, frail from the lingering maladies of a yellow fever infection a few years prior, nearly had a heart attack when he found someone waiting for him in his home. Victor explained who and what he was and demonstrated beyond deniability that he was as he said. He pitched the embrace to Jacob as a dishonest but genuine revolutionary sacrifice, an opportunity to continue his service as a statesman; then he killed Jacob Shallus for the first time. Mere hours later, Jacob would pretend to his family that he had died of his wasting illness in a hideously tragic mock up of his early demise for which he has never privately forgiven himself.

Victor saw Jacob through the first tormented-throes of his new hunger, allowing his childe to drink deeply of his vitae. He followed through on their conversation, which lent Jacob some contnuity between the moments leading up to his death and his rebirth into a new phase of being. Victor instructed him to fake his own death for his family. He told Jacob that his new life could be one of a higher degree of service and social sculpture, but he must first break ties cleanly with his old life. This was the price the revolutionary turned humble statesman must pay to collect from his life of meek dedication the inheritance of a true philosopher king. Jacob was right in his youth to wonder more than curiously at Victor's boundless wealth of knowledge and seemingly first hand experience with esoteric history.

For a time after the murder, he believed Victor to have been a manic kind of liar, unhinged but perhaps well-read and full of subterfuge. In the years since, too much of what they'd discussed had been confirmed to him through other studies and experiences to be coincidental. Victor's experience and expertise were very real, and he assured Jacob that he, too, had once committed this kind of final, willful betrayal of his mortal loved ones. It was the only way to safeguard their eternal lives.

Jacob found the act of fabricating his own death was shockingly easy to execute in the moment. Carrying on with the weight of estranging his large family was another matter. They were bound tightly by size, trial, and an emerging pedigree of integrity established by Jacob and his wife. Early in his unlife, coping with his morbid abandonment of their future was a towering challenge to the young Ventrue's conscience.

To stage his demise, Jacob simply waited until he could hear his wife in the next room, called her name out, and flung himself unceremoniously to the floor, clutching his chest. Mrs. Shallus gasped but once, tears welling up in a moment of private grieving she quickly buried under the gritty emotional strength she had built in her time as a war nurse. She summoned the rest of the family to deliver the terrible news. Jacob lay there, frozen in a combination of petrified, immortal shock, and partly genuine rigor-mortis. He was dead, but somehow not dead enough to cease to be, as his children and wife gathered around him and called the doctor to confirm his condition. He held still as the nearest surgeon rushed to his home, casually ruling his death the result of a bad heart, weakened after a bout of yellow fever. He even held still as his wife kissed his cold, clammy forehead, her eyes red and welling with the finality of the doctor's decree.

A Murderous Genesis

The doctor moved Jacob's body back to his office and onto his embalming table, and, all the while, Jacob held still. This, he managed right up until the moment the doctor approached the table with a drill in one hand and a massive needle full of some noxious fluid drawn from a jar in the other, and then he could hold still no longer. Jacob shot upright on the table, shouting for the doctor to stop and watching in terror as the startled man grasped his own chest. His heart started to seize when, seemingly on cue, Victor Laurent walked into the room calmly and coolly, still smiling.

Victor told the doctor to stop, then to relax, then to breathe deeply, and not to be afraid. Jacob watched on in fascinated confusion as the man obeyed each simple order with little sign of hesitation or consideration, even managing to calm his startled state with relative ease. Victor then called over his shoulder into the waiting area behind him, and Jacob watched a man he'd never seen before, but who could easily have been his brother, walk into the office from the lobby.

Victor said his name was Gerald, and he was to take Jacob's place under the funeral shroud. Gerald, if that was truly his name, stood perfectly still until Victor ordered him to lie flat on the embalming table and told the doctor to turn away. With that, Victor leaned down and bit into the man's neck, deeper than usual, and turned an even paler shade of dead as the color immediately started draining from Gerald's face as well. Victor swallowed with a large gulp and then ducked quickly beneath the table, projectile vomiting Gerald's blood down the French drain, hitting the table and catching some arterial spray in the face as he underestimated the man's blood pressure. Gerald lay nearly motionless, save for a tremble, a few errant sprays of blood splashing to the floor beside him before the stream from his punctured neck slowed to a rhythmically pulsing geyser circling crimson down the table drain toward the one in the floor.

Jacob recoiled in disgust as his stomach clenched and heaved, an alien mix of hunger and revulsion rising up in him, completely unrelatable to any feeling he had ever experienced. Though he was already losing his impulse to draw breath, his entire head was filled with a stench like someone searing rancid filet mignon in front of him. Gerald's trembling subsided, his life's blood vacating his throat and swirling away forever while Victor clutched the table beside him with one hand, wiping an almost comically irrelevant bit of blood from his soaked mouth, his face dripping.

He turned to Jacob with a crimson, predatory grimace, his teeth soaked in blood. "Wrong vintage," he offered simply in a muttered growl before standing. "...but, no matter."

Victor told the doctor to turn around and start cleaning up the spatter, which he did in almost mechanical obedience. Jacob watched the doctor wipe up Gerald's errant blood sprays while the man quietly expired on the embalming table. Meanwhile, Victor was walking around with a towel he had found, cleaning the deep red stain from his blood coated face and complaining about his ruined clothes before returning to lick the holes in Gerald's neck closed.

Finally satisfied that his face was clean, which it was not, Victor dragged a second operating table over beside the first. He gestured for Jacob to lay on the second table. When Jacob did not understand, Victor commanded him to lie on his back, and Jacob obeyed, finding himself psychologically compelled by his sire's words. Once Jacob was on his back, Victor ordered the doctor, also a mortician as was common at the time, to work making up the deceased Gerald to look like Jacob. By the time he was done, Jacob felt as though he were looking into a grim, murderous mirror as he stared down into the death mask of a man he'd never met who would easily fool his family into accepting his demise during his viewing and funeral.

The whole affair made Jacob feel something like sickness in his stomach, but for some reason he couldn't quite care enough to feel remorse for Gerald. It was a disgusting way to die, yes, but could he claim he'd agreed to something more savory when he was unexpectedly reunited with Victor earlier that night? Besides, it certainly wasn't as awful as whatever the poor bastard had running in his veins, which Jacob was certain would have killed him horribly and soon no matter what. It must have been why Victor chose him, that and the uncanny resemblance.

When the doctor was finished with his facsimile, Victor directed the doctor to go and find him clean clothes, offering his measurements and a hint of the preferred style. The doctor left, and, in the short time of his absence, Victor explained to Jacob the mechanisms by which he had controlled both men's actions. as well as Ja cob's, and also how he had sealed the wounds on Gerald's throat. He was just beginning to discuss the many palate preferences found among members of Clan Ventrue when the doctor returned.

Victor decided it would be better to simply show him, so he directed the doctor to deliver the prepared body to Jacob's mourning family with the appropriate misinformation, and wiped from his mind the memory of everything else that had transpired that night. Jacob watched in stunned awe as Victor interrogated the man for nearly 20 additional minutes to be certain he could not remember, and to show Jacob that his claims were genuine, and then simply dictated that the doctor forget that, as well. Then he washed up and changed clothes before announcing it was time for he and Jacob to go out on the town with a mirthy flash of a canine much longer and sharper than anything Jacob had ever seen in the mouth of a man.

Jacob left the doctor's office with his sire and new mentor just before midnight, shocked as the church bells rang the hour and sure several lifetimes had passed in the few short hours since Victor had killed him. He looked over at Victor, calm and seemingly unshaken by the atrocity they were leaving even as his hair dried slowly in the chilly April night air, a lingering reminder of the bizarre murder spectacle that had birthed the new Jacob Shallus.

The Proper Vintage

Victor took Jacob through the streets of Philadelphia to an unlit doorway in the back of an alleyway. He rapped a brief pattern on the portal, and, in a few seconds, it was open, revealing a dimly lit but fairly populated bar room. Victor told Jacob that this was one of Philadelphia's only late night taverns, but Jacob needed no such introduction. The bar was one among a few that had served as a meeting and staging ground, rendezvous point and secret communications post in the heady days leading up to the American Revolution. It had been many years, but Jacob had spent more than a few nights in this place and others like it leading up to the war.

The pair sat in a dark corner, pretending to sip at mugs of ale as Victor explained the basic details of Jacob's new format as a vampire. He described the blood, the hunger, the power, and, yes, a bit more about the fear. By the time he started to describe to Jacob the peculiarities his particular clan would impose on his individual tastes in blood, Jacob needed very little explanation.

He had spotted the man across the bar room almost as soon as they'd walked in. Without so much a single whiff of air, the aroma of pulsing blood filled Jacob's head, alien but pungent and nostalgic. All at once, he smelled smoke and blood, and he tasted on his tongue and down his gullet the hot, dry, lingering anticipation of battle. His head swam briefly as the mild but distinctive essence of ale in his quarry's veins tingled through his deceased but impossibly attuned olfactory. Finally, Jacob nearly lost his balance at the faint hint of irrepressible defiance and pride rounding out the robust, soldierly character of a once hot-blooded revolutionary, in good spirits with his friend and two sheets to the wind tonight. Jacob thought back to that awful, bloody grimace of Victor's as he'd vomited Gerald's blood down the French drain earlier, and needed no further words to know he'd found his own exclusive tastes.

Victor noticed, too, and, with a predatory flash of his fangs, began to encourage Jacob. That night, he instructed Jacob in the ways of his disciplines and how to use them in hunting to his tastes. He taught Jacob about the ways in which the hunger rears its head and his clan's need to quell it, along with the Beast it governs, with proper blood, different for each Ventrue. In the hectic and hazy weeks that followed, he also taught Jacob about the Camarilla and the appropriate place for the Ventrue at its head. He taught him of his lineage and its place among his Clan and Sect.

Then, Victor congratulated Jacob and said that he was now Prince of Philadelphia. He tried to impart upon his dumbfounded offspring what it would mean to lead, but it was not possible for such a fledgling to cope with the gravity of the assignment. In the end, the best Victor could do was assure Jacob that the Camarilla would be sending reinforcements to fill the establishment ranks of important American cities. Jacob's rule, an acute point of instantaneous shock and terror to Jacob himself, would be temporary. It would be brief. His primary function would be to monitor the city for signs of any Kindred who may emerge, contact them, and direct them to make themselves known to Victor in Washington. If they seemed dangerous, Jacob could contact Victor directly for help.

Slave to the Hunger

Then, Victor Laurent was gone. He left Jacob, Prince of Confusion and newly anointed revolutionary blood addict, to fend for himself in a city that Victor and his archaic allies in Europe believed would flash and fall as this new country tried to form. For five years, Jacob was Prince of nothing but his own misery, fear, and crumbling humanity. He watched from a distance as his family slowly recovered from their grief and moved on without him. He trolled the local public houses and salons in search of the right kind of rebel blood and found it in abundance, eventually devising a rotation by which to keep his vessels blissfully unaware and healthy. In the beginning, he found the use of Dominate distasteful and tried his best to avoid killing anyone. Over time, however, he found the command of others' will to be a necessary evil in support of his evil necessity and, in a few years, even the accidental death of a mortal ceased to bother him.

Along with his humanity, Jacob's sense of purpose began to slip away. Had Victor lied to him the night of his embrace? Was there any truth to the talk of revolutionaries turned philosopher kings and ageless, immortal statesmanship, or had Jacob simply been used and discarded by a cruel demon of some sort? One thing was certain to him: he was not in charge of anything at all, least of all himself or his dependency on the blood of people he largely regarded as the salt of the earth.

When Victor Laurent leaves Philadelphia, he becomes deeply embroiled in decades of life or death political intrigue while jockeying for influence with the Tremere Prince, Marissa, in Washington, D.C. His struggles demand his nightly attention, and the Camarilla leviathan in Europe begins to reach across the Atlantic Ocean into his affairs much sooner than it does Jacob's machine in Philadelphia. There is no ill will in his abandonment of Jacob to fate, but abandon Jacob he does.

The First Introductions

They came to him in 1805, near the end of October, when the nights were growing longer and the divide between life and death was at its thinnest. Jacob was at his lowest. He had taken the life of his favorite vessel by mistake a month prior, and had since failed to find a suitable replacement. He had fed upon a few of the old soldiers who still frequented the tavern but found that the waning years of his former comrades was draining the spark he craved from their blood. What was worse, he had allowed himself to grow close to the man he killed (though he never allowed the old revolutionary to remember much of their encounters), and, since his death, Jacob had forced himself to watch the man's family grieve from afar. He was famished and full of contrition, and, as he stalked into one of his typical haunts in search of another victim, he could not help but wonder if perhaps the sun was calling to him.

It was not. Instead, as he sat down and began to assess the crowd for a tolerable vintage, two men he had never seen before walked up to his table and sat across from him. One was a tall, barrel-chested brute with long, dirty blonde hair, and the other was medium height and slender with a shorter brown crop and goatee. They stared at him quietly for a moment, and he stared back, before finally offering a quizzical "Yes?"

He nearly fell off his seat as the larger man opened his mouth to respond simply "'ello, Jacob," in a thick, old British accent.

"Oui, hello Jacob," followed his smaller companion with a hint of French in his voice. Jacob was frozen in the moment, uncertain whether to flip the table and swing, or dash for the door, when he caught the flash of a smirk on the Frenchman's face and stifled his urge to lash out. Still shaken from the sudden confrontation, Jacob's reply was terse.

"Yes."

He couldn't be sure whether it was a question or an answer this time, but, before he could consider it any further, the two across from him erupted in laughter. They bid him to relax, and to this night he still can't be sure whether they subdued him with Disciplines or simply unexpected camaraderie, but relax he did. They told him he was safer than he'd been in years, although Jacob did not believe them. He knew just enough about his condition to know that none of them were ever safe. Still, his new companions seemed much more at ease than he was.

They introduced themselves as Isaac Normand of Clan Brujah and Jean-Paul Boucher of Clan Toreador. Jacob was at once confused and relieved. He could not imagine how he'd been caught, though his indiscretions were certainly no mystery to the older vampires. Victor had mentioned these clans to him in his brief accounting of the Camarilla, and so Jacob had some sense of what they meant. He supposed if he was going to be found out, it was best to be found out by members of clans which were allied with his own.

Jacob was right about that, and, while Isaac referred to him repeatedly as the "childe Prince," the Brujah and the Toreador opened his eyes to a great many insights into life among the undead that night. They answered as many of his questions as they could, offering their advice like a salve to the many mental and spiritual wounds his Ventrue blood had never been able to heal. For the first time in his unlife, Jacob began to feel some validation for preserving his own monstrous existence.

The nascent Ventrue Prince of Philadelphia spent months under the tutelage of his newfound allies, and, ultimately, he got around to asking if Isaac or Jean-Paul intended to replace him. The pair were blunt with him, and told him most of the truth about their positions. Isaac had little desire to rule a city of his own, and Jean-Paul would not have considered it prudent or even close to safe to raise such a profile. Rather, the two suggested they would help to prop up Jacob's rule and act as the Primogen of their own clans.

Jacob didn't really understand what that meant. He didn't feel qualified to rule over anything, and didn't see what there was to rule besides the three of them. In those days, Jean-Paul also began to pitch the value of childer and ghoul servants to him. Jacob was repulsed at first. He had endured so many horrors and indignations himself in the beginning that he couldn't imagine subjecting another to the same loathsome fate. As for ghouls, what Victor had described to him sounded like a piteous atrocity of a creature. Jacob wanted no part in proliferating their plight. Jean-Paul tried to reassure him, telling him that Victor's political ambitions had made Jacob's first few years a living hell, but there was no reason it had to be that way.

Jean-Paul was persistent. He detailed the benefits a Ventrue could glean by sustaining a mortal vessel and retainer in the same ghoul, allowing himself both the luxury of a permanent source of his preferred vitae and the utility of a blood bound servant. He had seen many such arrangements back in Europe work well for the Ventrue who kept them. He was a debaucherous and troublesome kind of Toreador degenerate, but Jean-Paul had also been all over the world, witnessing history firsthand. In many ways, he reminded Jacob of Victor when they had first met.

When Jacob was not moved by Jean-Paul's rationale or charisma, the Toreador simply decided to show him. He created his own ghoul, who had her own particular temperament, and showed Jacob that there was more than one kind of blood preference. His wasn't quite so compulsive, but he had his preference of emotional hues, and, also, the girl he made his servant was a highly adept assistant who could help to manage his affairs. In truth, Jean-Paul still mourned the loss of his own childer in Paris and wanted to make the case for allowing an expansion in Philadelphia.

Eventually, he argued to Jacob that his generation of revolutionary vessels would die off soon, leaving him high and dry, and Jacob came around. He chose two of his favorite vessels, turning them into his loyal servants and then his lasting food supply. He also formally granted Jean-Paul and Isaac permission to embrace the same year. As he had spent more time with his new Kindred friends, he learned from them the importance of maintaining his procedural authority, and Jacob was starting to grow into the shoes. Jean-Paul and Isaac also demonstrated that they would follow and support his authority which he did not assume would be the case when they'd arrived. He was absolutely certain Isaac could crush him into his own shadow.

Isaac and Jean-Paul

Isaac Normand and Jean-Paul Boucher have been friends for a long time, at least 150 years. Isaac, a veteran of his own century long political and military struggle with his sire during a testing period that lasted the entire Hundred Years War, is well known around Europe for his intellectual and philosophical acumen as well as for his raw physical prowess. In his time, he's been a powerful ally and rival to princes, sat on a Primogen Council in Troyes, and swayed his Anarch sire into the Camarilla. He left France to terrorize both sides of the American Revolution after his political life became stale but returned to clean up his affairs during the French Revolution. Isaac is a philosophical revolutionary who has found his immortal identity in encouraging cycles of revolution through the ages.

Jean-Paul Boucher came to Philadelphia at the beginning of the French Revolution, dodging a vendetta from the Prince of Troyes, a Ventrue called Clement Dansereau. His childer were assassinated by Danseraeu's forces in retaliation for Jean-Paul's killing of Dansereau's childe, a heady fool who played foul during a duel and lost his head for his gaffe. The execution was legitimate. In fact, it happened in front of the Paris Camarilla who mostly cheered the death of a dishonorable combatant, but it sparked an undying rage in Clement Dansereau that can only be extinguished with the blood of Jean-Paul Boucher. Isaac Normand shredded a long held alliance with Dansereau to warn his Toreador friend of the impending effort to kill him, which is how Jean-Paul found himself hiding in exile in Philadelphia for 16 years. Before he was forced to flee, he was the Sheriff of Paris and the most notorious Kindred swordsman in Europe.

See **Chapter Three: Murderer's Row** for more on these and other ***Philadelphia by Night*** characters.

The Second Introduction

In 1806, scarcely a year after he'd offered Jean-Paul the privilege to sire, Jacob was approached by Arturo Giovanni. The Venetian came to his haven and knocked on his door, of all things. He apologized for the direct approach saying that he wanted to make a formal introduction and knew of no other proper Elysium in Philadelphia where one could do so. Jacob was put off, to say the least, but he welcomed Arturo in and heard him out.

Arturo told the young Prince that he respected Jacob's nascent Camarilla establishment. His own Family back home in Venice had often discussed and even negotiated the possibility of joining. If nothing else, they held the utmost esteem for the Masquerade, and Arturo himself was no exception. He stated that he was impressed with Jacob's ability to stay so well-hidden. Jacob asked him how he'd come to find this haven if Jacob was so discrete, and Arturo replied he'd been in the city scouring for another Kindred for a decade. That, he said, should tell Jacob something about his knack for discretion, as well.

If Jacob would have him, Arturo wished to profess at least nominal membership in his Camarilla. He had found a home in Philadelphia and was interested in its history...and its graveyards. This last bit set Jacob on edge once more, but then Isaac's proudest trait was his embrace of bloodshed for change, while sometimes it seemed Jean-Paul was just interested in watching himself dance with a sword until it was time to fuck his next mortal vessel whilst draining their blood. Was a spiritual connection to the dead so worthy of his judgement?

In return, Arturo offered a taste of his Family's largesse. He had never seen a Camarilla city without a proper Elysium before, and he could help Jacob and his friends begin to set their court up properly. In the end, Jacob agreed to discuss it with his advisors.

There was no discussion. Jean-Paul was horrified that the Giovanni apparently knew who and where Jacob was all this time, and Isaac immediately began to gather his weapons. Jacob argued against deaf ears as the others openly plotted Arturo's murder. Jacob, the childe Prince, would just have to live with this one.

Isaac was reaching for the door to storm out of Jacob's haven and hunt the Necromancer down when a sharp knock from the other side punctuated the shouting and stopped him in his tracks. He opened the door much calmer than he'd planned.

There stood Arturo Giovanni, smiling. He asked the Brujah plainly if he'd been looking for him, and Isaac just stood there staring back in disgust, hand on the hilt of his massive, ancient sword. Arturo stepped past him, evidently unconcerned as he started to tell Jacob he'd brought a token of his good will. He led Jacob and Jean-Paul outside, and showed them a carriage full of Giovanni gold he was prepared to offer as a non-refundable deposit on his loyalty to their efforts. He didn't want any trouble; he wanted to help. A lot.

It wasn't a fortune to scoff at. Jacob and Jean-Paul began to openly debate it as Isaac stared in disbelief. He was about to step out of the pecking order he'd so willingly created and behead the Giovanni when Jacob threw the permission to embrace in Jean-Paul's face, arguing that he'd given the two of them a fair shot, and there was no good reason he should deny the same chance to someone else. Wasn't it Jean-Paul who had been steadily pressuring him to recruit? Jean-Paul was at a loss. Ultimately, he was forced to concede to Jacob's logic, if not his authority, and then Isaac was at a loss as Jean-Paul caved in.

Jacob accepted Arturo's offering. For the time, he would sit upon the fledgling Primogen council as Philadelphia's only member of his clan. The others would have to accept it if they wanted to keep their little club together. Jacob suspected they would kill him if he resigned his post, but he also realized that they would kill Arturo. Isaac would leave the city which he did not want to do, and Jean-Paul would be in the wind with no protection from this vendetta he'd fled in France. Jacob bet his life that no one wanted any of that fallout bad enough to derail their precious Camarilla, little more than a gang of killer monsters at that point, and he was right.

Jacob's First Childe

By 1820, Jacob himself had many ghouls, and he finally decided to embrace one of them. The mortal population was clearly exploding, and Jean-Paul's warnings about security started to make a lot more sense. The man's name was Anthony Peale, and he had caught Jacob's attention while making a success of himself on the early Philadelphia Board of Brokers throughout the 1810s. Jacob, more calloused by this time, approached him in direct terms and made him a simple offer of his vitae and support in exchange for a piece of Anthony's burgeoning financial pie. Isaac and Jean-Paul had accepted the tribute of Arturo Giovanni, and, in Arturo's 14 years quietly representing his clan in Philadelphia, he had continued to offer up more than his share. Jacob needed to sweeten his own contribution to the pot.

Embracing Anthony was a prudent decision. It let the others see that Jacob was taking his station seriously, and it impressed them further when the young banker and stock broker began pulling in money for their efforts. He had his fingers on the pulse of the day in a way none of them did, and he began leeching money from the city and spreading his own human influence network throughout its financial and political sectors. By 1825, each of Philadelphia's Camarilla members had a lavish, remote haven and a revenue stream of their own thanks to Anthony, who also claimed an enormous personal fortune. Even Arturo was impressed.

Isaac enjoyed Jacob's childe as well, far more than he enjoyed Arturo Giovanni. In the 1820s, the ancient Brujah began to taunt the neonate. First, he wrote Anthony lengthy, robust business and political treatise letters. He would call into question everything the Ventrue was doing but make mention that he understood why Prince Jacob had chosen him. Then, sometimes, he would close by saying his whole letter was just a joke or musing. When next they met in court, Isaac would angrily demand to know why Anthony had not responded to his most recent communique. Time was of the essence.

It was a ruthless kind of hazing though it toughened Anthony up quickly, and eventually he began to return fire at the Brujah Primogen, challenging his recent accomplishments and questioning his dated political acumen. Before any other Brujah came to Philadelphia, it was Jacob's childe, Anthony Peale, who would occasionally rant and rave with Isaac.

Eventually, Jacob granted permission to Anthony to sire his own get, and he chose to embrace a rising urban boss in one of Philadelphia's many slums. The childe's name was Zachary Davis, and he would offer a new angle on his line's connection to and extraction from the human herd. Anthony had the legitimate business side of his ambitions firmed up, and now he would build a connection to the underworld.

Isaac's Brood

Isaac used his time toying with Anthony Peale to use the younger vampire's responses as a way of connecting his old mind to the spirit of a new world he had craved to see, but in which he often struggled to stay interested. He wanted to understand more about the modern mind and its ideas, and his letters and banter with Jacob's childe, while sometimes heated and antagonistic, did help him with that. In 1830, Isaac finally embraced the captain of his privateering crew, Dixon Mattock, and installed him as the boss of a neighborhood adjacent to that of Anthony's new childe. The rest he and Mattock turned into ghouls and moved them into the neighborhood Isaac had chosen to serve as the gang muscle behind this bold new local authority. It was time for Isaac Normand to get involved with some political fun once again.

Dixon Mattock also embraced a South Philadelphia gang leader named Sean McLaughlin to shore up his nascent holdings. McLaughlin, a fierce nativist despite his family's relatively recent immigration, prompted Isaac to embrace Elijah York, a Black abolitionist and community organizer from a neighborhood near McLaughlin's in South Philadelphia. In Isaac's perspective, it was critical for Clan Brujah to preserve and amplify all those voices who might foment change, and Sean McLaughlin never shut up. Isaac had traveled far and wide through the centuries; xenophobia and dehumanization of others were nothing new to him. He knew what was possible when the afflicted were able to speak for themselves.

Anthony and Zachary eventually figured out, through their intrepid Ventrue investigative prowess, the reason their competition in the local streets and politics was so competent and ruthless: it was backed by Isaac and run by his secret childe. They were livid. They reported the situation to Jacob at once, but Isaac quickly reminded Jacob of the permission he'd been granted 24 years prior and pointed out that, in the same meeting, Mattock was in attendance to properly present. Let's not forget the supportive hand of the Brujah, now

Jacob agreed. His childe would have to compete with the get of Isaac, and the Prince would not intervene. Not only was Jacob entertained by the old Brujah's fairly harmless intrigue, he was facing other unavoidable realities that would demand his powerful allegiance. By this time, there were now 80,000 mortals living in Philadelphia and who could know who or what else had slipped in along with them?

To that end, in 1835, Jacob called the first citywide Elysium. Jean-Paul and his Toreador were helpful in this effort because they already knew some clandestine Kindred informally. Where they could not spread the message, Jacob and his Camarilla took a measured risk against the Masquerade and floated subtle clues through newspapers and tavern bills. All Kindred in Philadelphia should attend, and any undeclared would find amnesty to do so. He needed to know who was in his city.

The First Elysium

The first all-city gathering of Philadelphia's Kindred brought a distinctive boom to the Camarilla's membership. Vampires of all types came out of the woodwork, answering the call to find some sense of order in the chaos of Philadelphia's unexpected population explosion. Jacob and his handful of allies, including Arturo Giovanni, sat in the most formal court they had ever convened and watched as the other Kindred of Philadelphia filtered in to present themselves.

Malkavians

The Malkavian Quakers, Solomon Coats and Alexander Kirk, emerged from the countryside west of the city. The men had been involved in the early Quaker efforts to rehabilitate the mentally ill. They had been part of a community which had started one of the first shelters, committing some of the Quakers' own space to a place for the afflicted to rest and be treated with dignity. Both Coats and Kirk were devoutly religious, and both regarded themselves as doctors.

Jacob and his court listened as Coats told the tragic tale of their embraces. A wandering Malkavian had stolen into their small respite for the mentally unwell and hidden himself there. He had preyed upon the Quakers' welcoming and hospitable better natures, finding his vessels among the sick who couldn't speak for themselves. Solomon had caught the beast feeding from a catatonic old woman one night, and, as he turned to run for help, the creature had attacked him, turning him into a monster himself. The fight had left Solomon beaten and drained, and he spent his first moments as a vampire in a bloodthirsty fugue during which he'd finished off his sire's mute victim to sate the hunger. He was still in the throes of his transformation as the monster who made him fled into the night, but not before it also assaulted and turned his colleague, Dr. Kirk.

Alexander Kirk stood and silently nodded along as Coats told their story. He rarely spoke except to quietly condemn the bastard who did this to them. Coats went on to say that they had been surviving since among the Quakers as members of the Society of Friends and had moved into the city with the Friends Asylum in 1815.

Jacob was actually moved by their story, and, for the first time in his unlife, it registered that there were those who had suffered much more heinous treatment in their creation than he had. Whatever they were doing to keep their profile low at the Friends Asylum was working, though Jacob said he hoped they were not attacking the feeble and frail. Dr. Coats told him they kept their work at the Asylum and their needs as Malkavians separate for both moral and practical reasons. He also told him they had heard the call to this Elysium in their maddening dreams. Jacob wasn't sure what of that, but Isaac and Jean-Paul confirmed that Clan Malkavian was a devoted supporter of the Camarilla in Europe, so Jacob accepted their new membership.

Also from Clan Malkavian emerged the Right Reverend Hans Winter, yet a third neighborhood strongman. Hans was a Lutheran bishop who had come to the city in the early 1820s with the wave of poor German Catholic immigrants. He decided to follow his herd when they left the old country and, since arriving, had used his advantages as a vampire to assume power in his neighborhood. Zachary Davis and Dixon Mattock both bristled as Jacob welcomed the Malkavian with the same fair invitation as he'd offered the others. Furthermore, Winter could trace his age and lineage back to Europe and was nearly 150 years old, so when no older Malkavians turned up, Jacob elevated him to the Primogen Council. Davis and Mattock's competition for political and criminal control of Philadelphia would just have to grow to include Winter and his machinations.

The Diocese

Winter, it turned out, also had his own brood of Malkavians woven into the clergy of a Lutheran neighborhood in the northwestern suburbs, calling themselves The Diocese. He was the first Kindred in the region who could likely have challenged Jacob's power in an organized way, perhaps establishing his own Camarilla, but he understood right away that he could not challenge Isaac or Jean-Paul, thus making a decision to pledge The Diocese to the Philadelphia Camarilla early on. See **"Chapter Three: Murderer's Row"** for more information on The Diocese and other coteries of Philadelphia.

Tremere

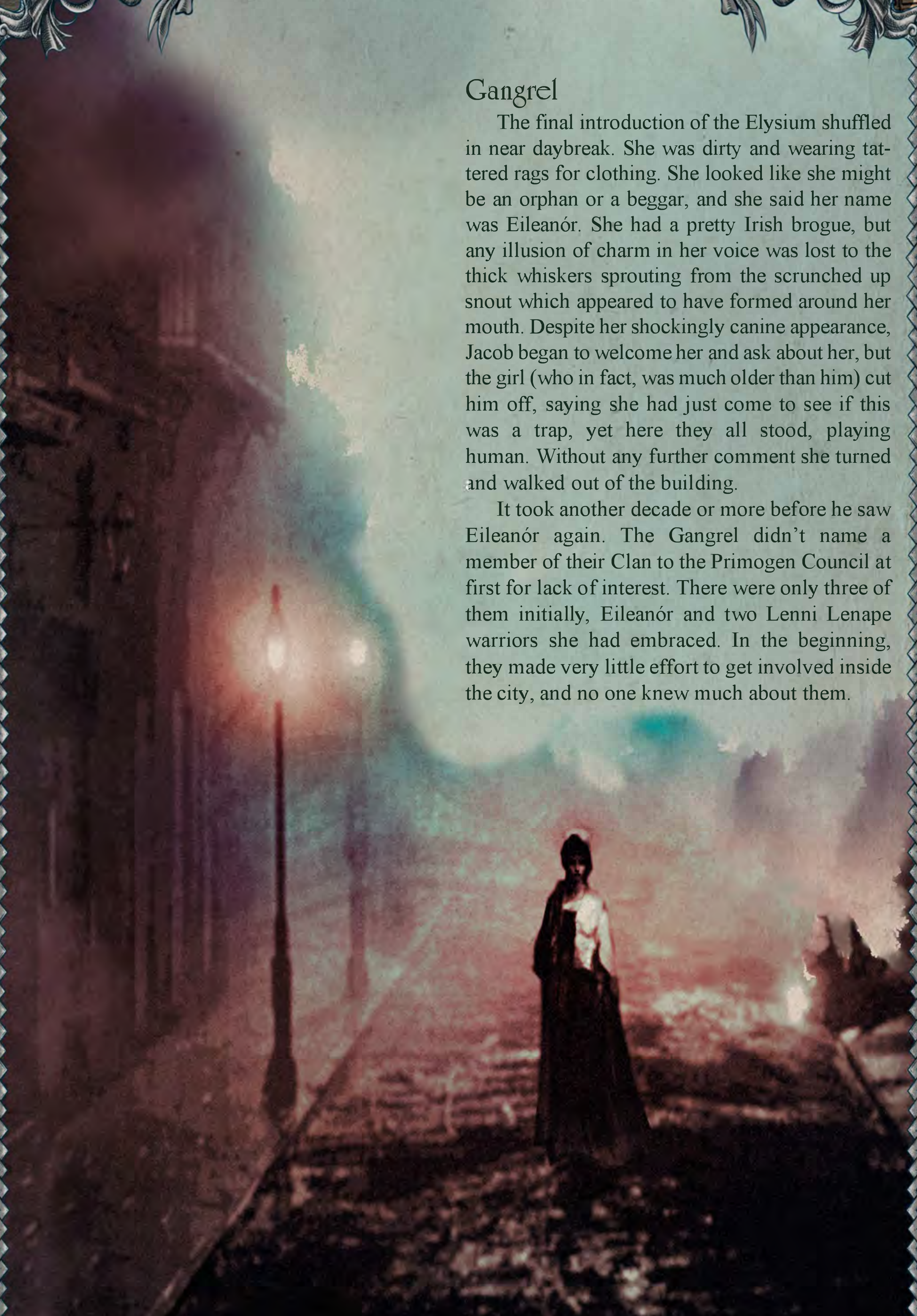
Next came the Tremere warlock, Hugo Eisenmenger of Vienna, Austria. Hugo had been in the city for about a year, investigating the trail of a traitor to his clan called Goratrix. Of all his clanmates, Hugo said, he alone was most dedicated to finding this menace. He'd been in London and Marseilles before this. Finally, his betters in Vienna had realized the range of Goratrix's potential as well as the depths of Eisenmenger's commitment to finding the legendary Dark Thaumaturge, and they had sent Hugo far, far away to the New World(!) where he was sure to find his mark.

He brought with him a pair of younger Tremere warlocks named Rudolf Piatnik and Theodor von Steinle, explaining that they were his proteges and honored assistants assigned by Clan Tremere to his great task. Together, Hugo announced, they would like to formally declare allegiance to the local Camarilla and ask permission to establish a Tremere Chantry here in the great city of Philadelphia.

Jacob was caught off guard by the pomp and circumstance of Hugo Eisenmenger's presentation. The harrowing introduction of the Quaker Malkavians had gotten him wound up emotionally for the first time in ages, followed by Hans Winter coming in with such bravado to declare both his fealty and his intention to compete with other Kindred in the same breath, had left Jacob unable to anticipate such a formal and respectful kind of offering. Of course, he caught the looks of consternation when Hugo's "assistants" rolled their eyes at the mention of this traitor 'Goratrix' and glared into the back of Eisenmenger's head, informing the Prince something was out of place. Then again, what exactly was a "normal" vampire supposed to be like?

Jacob consulted with Isaac and Jean-Paul, and they acknowledged that while Clan Tremere was new and, well, vulgar, they were legitimate members and supporters of the Camarilla. Jacob, accordingly, promoted Hugo to the Primogen Council as the oldest of his clan in the city and wished the warlocks well in establishing their Chantry. The two subordinate Tremere, Rudolf and Theodor, would later come back to explain to Jacob that their entire clan sought the traitorous Goratrix, but that was the **only** thing Hugo sought. His dispatch overseas was at least as much a way to distance him from the ongoing affairs of Vienna as it was a shot at finding their clan's black sheep. They were bound to his service, but there were other useful services they could provide to the Camarilla, especially as investigators. They hoped Prince Jacob would not hesitate to contact them if they could help.

Witch hunters are a particular breed of Tremere dead set on finding their clan's most loathed enemy. Hugo is one of them, and he will stop at nothing to find Goratrix and his agents. His companions are legitimately fed up with his persistence about the issue because Hugo will bring it up any chance he gets. He believes he's on a mission of righteous retribution that will benefit his clan and protect all Kindred. His subordinates have other opinions. See **"Chapter Three: Murderer's Row"** for more information on these and other ***Philadelphia By Night*** characters. More information about Goratrix and the Tremere antitribu can be found in ***Lore of the Clans***.



Gangrel

The final introduction of the Elysium shuffled in near daybreak. She was dirty and wearing tattered rags for clothing. She looked like she might be an orphan or a beggar, and she said her name was Eileanór. She had a pretty Irish brogue, but any illusion of charm in her voice was lost to the thick whiskers sprouting from the scrunched up snout which appeared to have formed around her mouth. Despite her shockingly canine appearance, Jacob began to welcome her and ask about her, but the girl (who in fact, was much older than him) cut him off, saying she had just come to see if this was a trap, yet here they all stood, playing human. Without any further comment she turned and walked out of the building.

It took another decade or more before he saw Eileanór again. The Gangrel didn't name a member of their Clan to the Primogen Council at first for lack of interest. There were only three of them initially, Eileanór and two Lenni Lenape warriors she had embraced. In the beginning, they made very little effort to get involved inside the city, and no one knew much about them.

Desiree

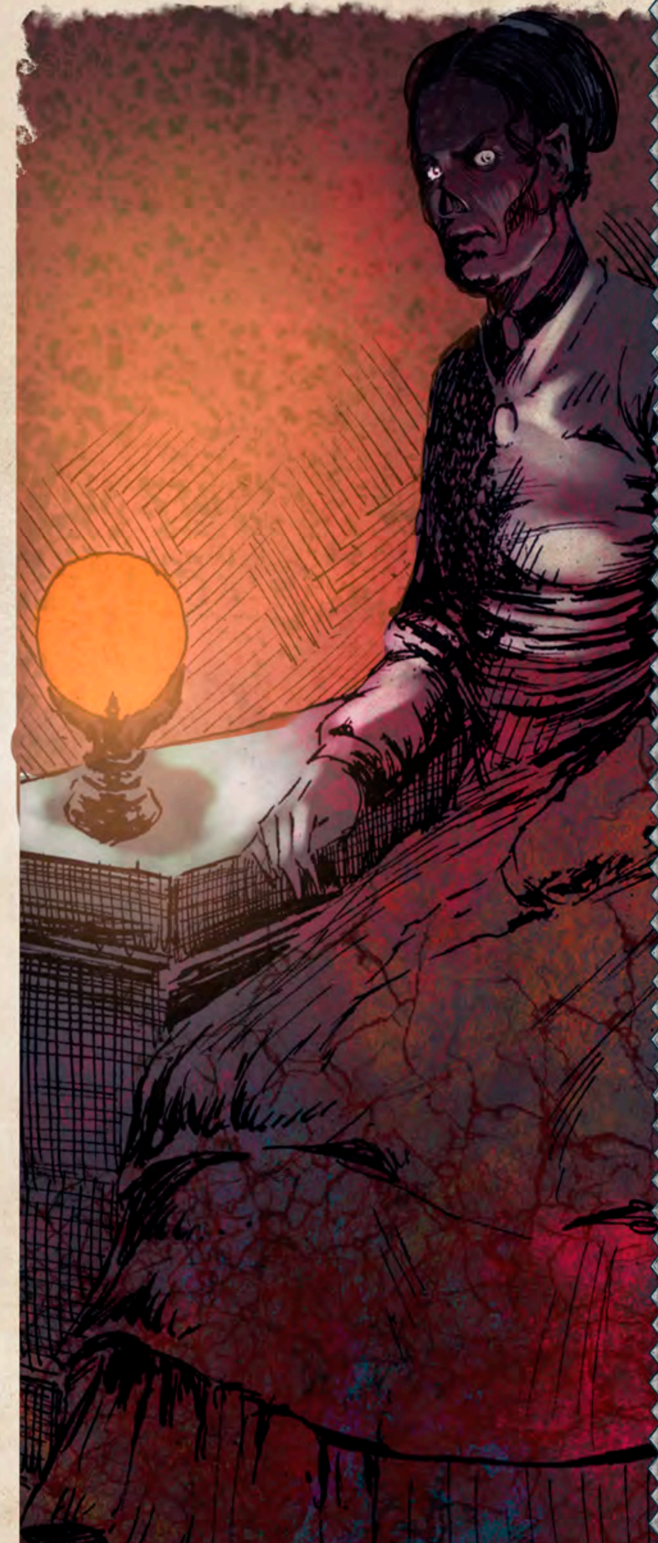
The following night, Jacob rose to find an intruder in the living room of his haven, standing in front of his favorite chair. He had long since grown weary of these little jokes people liked to play, invading his space. Victor had pulled this same stunt the night he'd embraced Jacob. Then Isaac and Jean-Paul had come uninvited to his table in the pub. Arturo Giovanni came knocking unannounced on his door. Now this. Was there no respite, even for a man of his position? There was very little remaining that shocked Jacob Shallus, least of all these "surprise" visits.

Nonetheless, the thing before him was shocking. It was grotesque, even, far more grotesque than the dog-faced Gangrel Eileanór who had presented herself the night prior. After she'd left, Isaac and Jean-Paul had brought him up to speed about the Gangrel Clan with their aversion for social graces and the animal features that marked their feral indulgences. They told him they were nowhere near as disconcerting as those piteous, sewer-dwelling Nosferatu who looked every bit like the walking dead they really were. Surely, there was no other explanation for the monstrosity that stood before him.

He glared at it, and it glared back. Its skin was too tight, like its skull was trying to escape its face, and its ears were sloped up and back to points at the top. It kept blinking its stretched, grey eyelids over the spheres bulging from their sockets even though Jacob was certain it did not need to do that. As he looked down its broad shoulders and torso, he realized it was actually sitting on the chair, and that was when it started to stand. It stretched up on its spindly limbs until it reached well over six feet tall and towered above him. It took everything in his being not to turn and race from his own haven, and then the creature spoke, it's voice feminine and graceful in yet another shock to Jacob's senses.

"Hello, my Prince," was all it offered as it slunk to one knee and bowed its head, still rising neary to Jacob's chest. He could not find the words to respond, or fathom what horrendous monster now kneeled before him for reasons unknown. All Jacob knew was that he did not want to be in league with it.

"I am Desiree, of Clan Nosferatu…" she continued as Jacob struggled to regain his composure. The giant monster looked on as the Prince fought to stop himself from turning away.



She had seen the same response a million times, although it was much less amusing when she had a job to do than it was when she was simply frightening some blood bag mortal before she had her fill. “I can wait, if you require a moment to compose yourself, my lord.”

Jacob took a deep breath for the first time in decades, a long lost mortal vestige of an attempt to regain himself, and was rewarded instead by a stench that could not possibly have come from anywhere but an outhouse or sewer. Despite the reek of her, he found his stately demeanor welling up inside once more.

“Of course not, how rude of me. I am Jacob Shallus of Clan Ventrue, Prince of Philadelphia.” He returned, offering his hand in an attempt to smooth over the awkward introduction. He grimaced as the Nosferatu shook it, squeezing tightly and leaving a coating of unidentified filth on his grip. “Why are you waiting in my haven when I rise for the evening, Desiree?”

“I like to make an impression,” she replied, “and your security is laughable.” Desiree pointed to the open window through which she’d easily climbed. Jacob made a note to himself, not for the first time, that he would need better accommodations. In his most Princely voice, he told Desiree that her entrance was not welcome, and it better not happen again.

She openly laughed at the command, but agreed, and then she told him that he should come with her if he wanted to understand why her clan had not made an appearance at his Elysium the preceding night. Jacob wanted to believe a simple look over Desiree’s hideous visage could answer that question, but she insisted she had so much more to show him. If he thought was going to rule this city, he really should see.

Before Jacob could argue with that, he watched in astonishment as Desiree suddenly seemed to transform into a much shorter, much more human young woman. She even looked somewhat pretty, though not enough to deceive Jacob about her form once he’d seen its terrible truth. As he followed her out into the street, his mind began to twist and turn around the many other possible deceptions that could be at play around him. For all he’d seen and all his Brujah and Toreador companions had told him these last three decades, could he really know anything at all after seeing Desiree’s transformation? He had neither seen nor heard of anything like that before, and he doubted many who would use such a power would disclose its existence.

Desiree led Jacob west through the streets of Philadelphia and then north along the east bank of the Schuylkill River. She explained along the way that her clanmates lived throughout the farms and estates west of here, as well as under the ground on which they walked. The other Nosferatu wouldn’t want to be found, she told him, and he wouldn’t find them if he tried. She wasn’t sure how many there were, but then, if Jacob didn’t know they were around, they must have been doing something right. Most of them descended from the same sire, three or four generations in total; it was hard to be sure. Their presence in the hills on the western side of town was also the reason the Gangrel mostly stayed in the wilderness to the west of the city.

Jacob followed her along the river until they reached the Fairmount Water Works. There, Desiree led him back through one of the pump houses, past its enormous machinery, and into a back chamber to a sizable maintenance hatch. He watched as Desiree resumed her unnaturally tall shape, her unassuming visage fading away as she lifted the heavy metal hatch on her own and stepped down into the darkness below.

His heart was full of terror now. He could not believe he had allowed this wretched beast to lead him into some dark hole in the ground beneath the water works where she would surely rip him to pieces. He also couldn’t believe the ease with which Desiree had tossed the hatch up. It must have weighed at least as much as him. Still, he knew there would be no sense in running from her at this point, and so he followed anyway.

In the pitch black beneath the water works, Jacob stumbled through some kind of soggy muck with only the sloshing of the lanky hulk who walked ahead to guide him, accompanied by her occasional ghastly chuckle when he reached out and touched her back to be sure he hadn't lost her. On their walk to the water works, Desiree had determined from Jacob's questions and demeanor that the rumors were true, and he was but a neonate, lost and misappropriated to the wrong seat by a heartless sire. Once she'd confirmed that truth, she began to think it comical that he called himself Prince, or that anyone followed him. Now, she was positively tickled that this baby Prince had to reach out for her as his only lifeline so shortly after he'd stood openly aghast at her (admittedly bizarre) Nosferatu body and skull.

They walked for what seemed like forever, the water reaching his knee height before finally they came to a door on which Desiree gave a series of knocks. She then turned back to Jacob and locked her bulging, bloodshot eyeballs onto his. "The boss has a bit of a bug problem," she said. "Do *not* stare at him."

Jacob spent the rest of that night in the bath, scrubbing his undead skin as his mind raced overgrown insects up his legs and down his back. Had he not been a vampire, it would have taken his abrasions weeks to heal.

Over the next few nights, he tried to explain what had happened to Isaac and Jean-Paul. He could tell they were concerned about his story, but also seemed to interpret his response as the kind of reaction you can expect the first time someone meets the Nosferatu. It's almost never pretty, and the only other vampire Jacob had ever seen with inhuman features was Eileanór the dog-faced Gangrel. That wasn't quite the same, just an alteration of a once human visage. The Nosferatu, of course, could no longer have been mistaken for human beings.

Still, it took a lot of nerve for any vampire to lure the Prince of any city into its dungeon and tell them it had no plans to comply with several of the Prince's laws or theTraditions. His Brujah and Toreador advisors said they would keep an eye out for any Nosferatu and see what they'd be willing to share. The sewer-dwelling clan, they said, was good to know in many ways for more than just the fear of what they may do to you if they disliked you. They also made for great allies, spies and sometimes soldiers. The day Desiree showed up in court to sit as the Nosferatu Primogen, though, they both knew Jacob was telling the truth and thereafter privately grew worried about the reality beneath Philadelphia's streets.

The First Camarilla Court of Philadelphia

While anything but smooth, Prince Jacob's first city wide call to Elysium set the course of Philadelphia's Kindred history in motion. After it was over, he had his first Primogen Council. The Brujah knight and revolutionary Isaac Normand; the Toreador swordsman Jean-Paul Boucher; the Ventrue stock broker Anthony Peale, who was also Jacob's childe; the Malkavian urban boss and clergyman Hans Winter; the Tremere witch hunter Hugo Eisenmenger; and, of course, Desiree, the Nosferatu...thing. It took a few more years, but ultimately by 1840 Eileanór had made another appearance and agreed to hold the Council seat on behalf of her brood, at least in name.

Jacob determined that the Primogen Council would meet under his supervision once every three months to hold court, resolve disputes and grievances, and set policy. Jacob could scarcely believe so much of what Victor had promised him in the beginning was coming to fruition, but, for the first time since his embrace, he began to feel a sense of place in his posthumous existence.

The court's first major challenge came in the fall of 1844. After a violent summer in which mortal nativists had clashed ferociously with Irish Catholic immigrants, Hans Winter came storming into Elysium for court, howling at the top of his lungs that Zach Davis and Dixon Mattock, whatever kind of name that was supposed to be, had used the sectarian strife to mask attacks on his territory. The allegation was false, but Winter had spent months stewing about it in an increasingly introverted fury as he built a delusional conspiracy in his head to account for the loss of some of his thralls. Unfortunately for them, they had just gone out to stand with their people and had been killed in the violence.

Fortunately for Hans, Drs. Coats and Kirk had seen this kind of thing before in each other, and they knew what needed to be done. They helped the Camarilla determine that Hans was suffering under the delusions of his Malkavian curse, and they ultimately managed to stow him away for a while in isolation at Friends' Hospital, where he was able to ride out the cycle of his psychosis until he regained control. He was penned up there for a year, and, in his stead, Solomon Coats sat as Primogen until Hans was well enough to resume his duties. The Rt. Rev. Winter still harbors private paranoia that Drs. Coats and Kirk tried to usurp him from the Council, but he has never found any actual evidence of such.

In Jacob's estimation, the court he had built was holding its own. Even those clashes of power which took place among Philadelphia's Kindred neighborhood bosses never found their way into court in any other uncomfortable sense. In fact, aside from Hans Winter's outburst, the only time the politics of the neighborhoods ever came up in Elysium was when the various sides would trade small favors amicably as part of larger negotiations in which their alliances and ends were always shifting anyway.

Consolidation and Herman's Revolution

By 1850, Philadelphia had well over 120,000 mortals, and Jacob had to issue a moratorium on new embraces. This presented a new set of challenges with Kindred to whom he had previously granted permission. Some showed up to Elysium insisting the grants be honored and questioning his commitment to his decrees. Still others emerged from among the embraced immigrants and free Black people of Philadelphia, accusing Jacob of trying to stifle their entry into the Kindred ranks.

Jacob found this problem to be much more complex than the occasional outburst of a frantic Malkavian or the territorial disputes between members of different clans. He wanted to build and encourage a cosmopolitan city, but he had to acknowledge, in facing the complaints of the young and marginalized, that he himself was already a relic of a bygone age. Isaac sometimes worried that Jacob didn't have enough of the old world style of authority in him, but he also recognized that Jacob's unwillingness to simply crush dissenters was a function of the new governing philosophies Isaac himself had set out to explore here. Instead of advising his young friend to stamp out these unruly elements, Isaac began to write and talk to Jacob the way he had with so many colleagues in Europe. He encouraged the young Prince to hear out the arguments of younger vampires and try to find common ground to settle their concerns. This led to a relatively short second moratorium, during which Jacob called a second meeting of the whole city to document as many of the Kindred population as he could round up. Once he had built at least a reasonable estimation of who had arrived (or been embraced), he resumed the normal process of hearings for prospective sires.

Further complicating Jacob's rule in the lead up to consolidation were the small Kindred fiefdoms which had sprung up in the direct Philadelphia suburbs just outside his jurisdiction. The vampires living in and ruling these neighboring locales grew anxious as the mortal push to expand the city became inevitable. Many would lose their authority under this expanded new domain, and Jacob made no secret that fealty or exile were the only available options coming for them. The suburban domains became restive, long simmering disputes bubbling to the surface.

Some of these problems sorted themselves out as old enemies did each other in or joined forces. The significance of Prince Jacob's hegemony was not lost on them; major portions of the suburban landscape, like that controlled by Hans Winter's Diocese, were already pledged to Jacob's court. Many suburban rivalries changed course to become alliances so those involved could bend the knee from a stronger position. Many, but not all.

In 1852, one of the Rt. Rev. Hans Winter's local competitors, a Brujah Anarch called Herman Klaus, took a stand against Jacob's expansion. Herman refused to join forces with the Malkavian clergy who ruled over the neighboring district or pledge fealty to the Camarilla. He declared himself "Baron of Roxborough" and attacked The Diocese with his allies and ghoul conscripts. In response, Hans Winter turned to Jacob for help. Jacob sent Jean-Paul Boucher to negotiate with Baron Herman, but the Baron just rebuked his offers and insulted him.

Baron Herman realized at that point he wouldn't be able to make his stand by taking on just his local Malkavian rivals, but a power vacuum at the heart of the situation could change the whole picture. He and a group of his minions conspired to assassinate Jacob himself at Elysium, but Jacob was tipped off by Arturo Giovanni, who had been watching the growing Anarch threat in his own neighborhood with some alarm. Herman and his gang of would-be rebels never had a chance. Instead of a hapless neonate Prince caught alone and unaware on his way out of Elysium, the Anarchs found Jacob with a group of other Kindred, most notably Isaac Normand and Jean-Paul Boucher, quite ready for the attack. The old Brujah and Toreador friends dispatched half of Herman's group before they even knew what hit them, and the rest, including Herman Klaus himself, were forced to scatter into the city.

This botched hit precipitated nearly a week of chaos during which Jacob called a Blood Hunt on Herman and his cohorts, leading to a spate of violent incidents across the city and into the suburbs as Philadelphia's Kindred coteries ran down Herman and his insurrectionists. Baron Herman and his allies were all tracked down, and those who weren't killed in the Blood Hunt were put on trial for their crimes against the city and executed under color of the Traditions. This bloody spasm of political growth is known to Philadelphia's Kindred as "Herman's Revolution." Jacob privately considers it his rite of passage from a Prince in name to a Prince in deed and the test that cemented the exponential expansion of his Domain alongside the mortal city in 1854. It put to rest any misconceptions about his ability to bring the hammer down. It made Philadelphia's Camarilla real.

By 1860, Jacob's Philadelphia was home to nearly sixty Kindred that he knew of, from all different walks of life and unlife, all under his banner and that of the Camarilla and the Masquerade. For a Ventrue of only 64 years, he couldn't have achieved much more. Ruling a small kingdom of the dead, many of whom were more physically or supernaturally powerful than he, was a complicated task but one that Jacob Shallus now met with pride and a reliable support network.

The Civil War Years - Truth and Reconciliation

In Washington, D.C., 140 miles southwest, Victor Laurent had never forgotten his childe back in Philadelphia. The reasons he had never come to see Jacob again had much more to do with the political struggle he found in the nation's capital than it did with any intention of forsaking his progeny to fate. He had heard of Jacob's recent circumstances and was something like glad to hear the fledgling Prince had survived and even held his position. He also knew Jacob probably thought the worst of him, and Victor would hardly be able to blame him for that.

In truth, the internal Camarilla war for control of Washington required Victor's undivided attention. Jacob was somewhat wise beyond his years, but he'd also had the good fortune to run into Isaac Normand and Jean-Paul Boucher, each with their own reasons for supporting his rule. Once those two were in place, it was easy for Victor to imagine Jacob's success if they had decided to prop him up. Any other Kindred in the city would likely be terrified to defy Jean-Paul, let alone Isaac, so if they wanted Jacob to rule then rule he would.

Jacob also didn't have an ongoing struggle with cutthroat Tremere who had brought along and leveraged the enmities and vendettas of the old world in a feud for control of the new nation's capital. The conflict had thus far spanned six decades, costing countless Kindred their unlives and countless more their positions and status. The game always fluctuated between war and peace, but there were casualties no matter what. Jacob didn't have to deal with any of that. If Victor had left Washington and any misfortune befall the D.C. Ventrue in his absence, it would have been tantamount to desertion in his eyes and certainly in the eyes of his European Camarilla backers.

Victor's attitude about the situation changed when he realized Jacob's 1854 expansion had consolidated his rule over fifty Kindred and half a million mortals. The herd of kine could support that many vampires, in theory, but Victor started getting worried about his inexperienced offspring trying to keep the Masquerade and the pecking order in the face of such a throng of the Damned. The Brujah and the Toreador with whom he was running the show were no less concerning, although Victor didn't share his brother Clement's disdain for Jean-Paul, thinking it unfortunate that Clement's childe had gotten himself killed taking a cheap shot at a superior opponent in a duel he should never have fought. Regardless, he didn't trust Jean-Paul or Isaac to manage things, either, and, in 1864, he decided it was time to check in on his childe's city.

This time, he approached Jacob with a little more dignity, announcing in advance that he would be coming to visit and when. He didn't have high expectations for the state of things with so many potential problem childer to worry about, so he was both shocked and impressed when he arrived to find a Camarilla as strong as the rumors he'd heard with Jacob firmly in charge. Prince Jacob, his childe, may or may not have despised him, but Victor could not tell because the younger Ventrue's focus, willpower, and mental resolve were firm enough to keep him out of Jacob's mind. Victor found himself answering more questions than he asked as the Philadelphia Camarilla scrutinized him on arrival, picking his intentions apart closely under Jacob's interrogation.

Tense as the meeting was, Jacob ultimately welcomed his sire back to Philadelphia and bid him to make himself at home. He had a temporary haven available, of course, and he was certain they would find time to catch up.

Over the following week, Jacob and Victor did catch up. They walked through the grounds of the Great Central Fair and talked over the events of the past 68 years. Victor couldn't slight Jacob in the least; the Prince had grown up quickly. They talked about the mortal strife that had built up over the decades to finally erupt into the American Civil War. Neither of their cities had been hit too hard by it in this late stage, but both felt the many racial tensions and boiling pots of rage that had spurred it on all the same. It could have come to either of their doorsteps, and both agreed they had been lucky.

Victor explained what he could to Jacob about the multi-faceted conflict between their clan and the Tremere in Washington. He began to lobby for Jacob's help, but Jacob interjected early and told him he believed Victor was capable enough, thathis success should not warrant Jacob's compromise of his own stable relations with all clans in Philadelphia. Victor couldn't help but appreciate the wisdom in that. In truth, he hadn't wanted to ask and believed that eventually the Ventrue would defeat the Tremere politically, but, for now, the Tremere Marissa had claimed the throne, making it Victor's duty as a Ventrue to seek allies. Jacob had no trouble understanding that, either.

The one disagreement they could not resolve was Jacob's acceptance of the Necromancer Arturo Giovanni. Victor could not caution strongly enough against this, and even recommended ousting the Giovanni from the city. That Arturo sat on the Primogen Council was a dire mistake, the elder Ventrue claimed. To that, Jacob answered that the strength of his city was in the unity of its Kindred, and he wasn't going to desert his Giovanni ally any more than he was going to adopt Victor's Tremere enemies.

The Great Central Fair made an impact on both Kindred. In his time in Philadelphia, Victor also walked through the fair with Jean-Paul Boucher and discussed the many misfortunes that had led to the vendetta between Boucher and Victor's brethren back in France. They each agreed it was not a circumstance that should color their affairs on this side of the Atlantic Ocean. They each had enough to worry about without worrying about each other on behalf of someone else's pride. Clement could eat shit on a crepe.

For Jacob, the fair was a validating experience. He went each night for two weeks, and he saw many Kindred throughout but never once caught word of any Masquerade breach. Meanwhile, he was stunned and mesmerized by the many new works of art, invention, and innovations on display from the mortal world. He realized that he had lost touch with the march of the human race when he had begun to manage the affairs of the ageless. For the first time in his unlife, 114 years old and 68 years a vampire, he was undeniably glad that someone had extended his life this way. He had watched so many he loved die and felt so much of his familiarity and humanity crumble that at times he wished Victor had just picked anyone else, but, at the Great Central Fair, he saw wonders of an age he could not have known without his sire's dark gift.

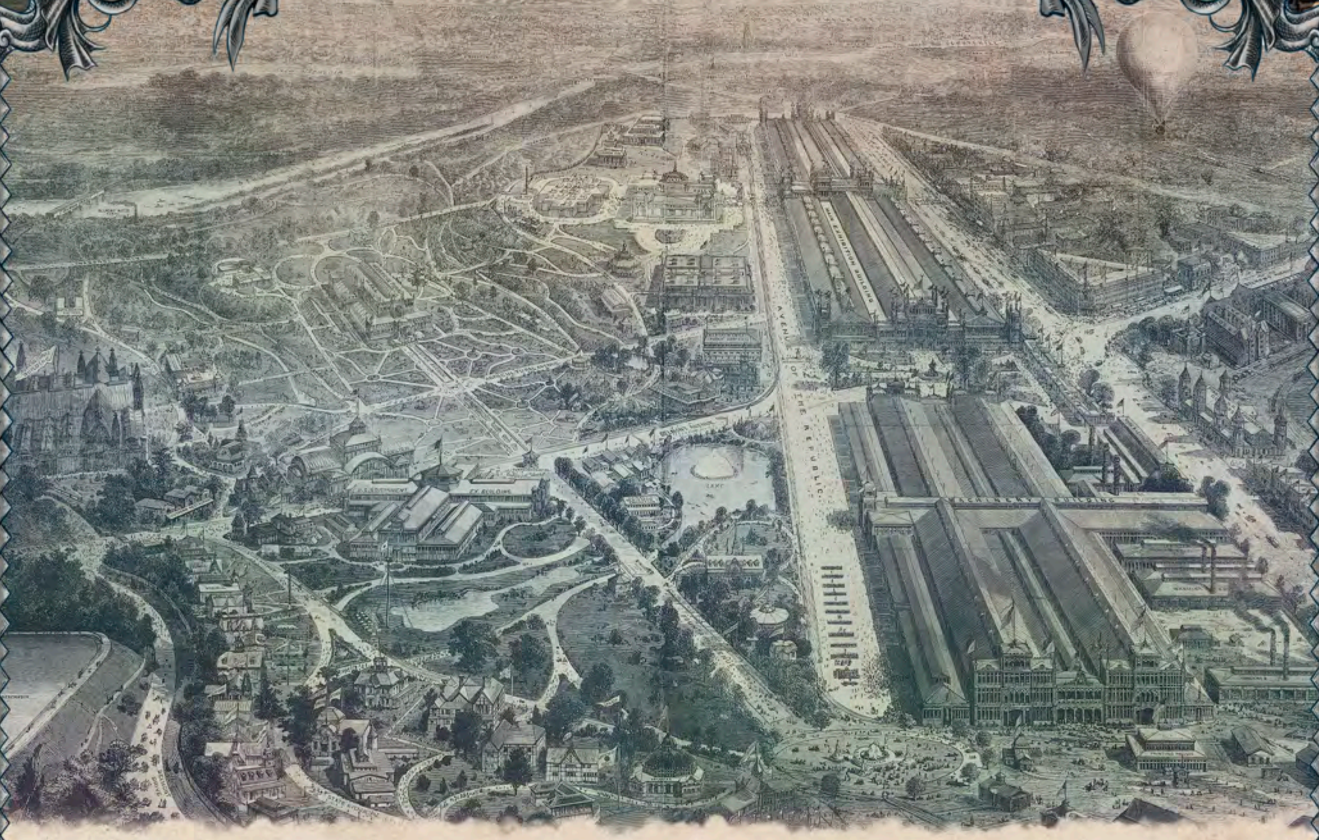
The Attempt on Victor Laurent

On the last night that Victor was supposed to be in Philadelphia, Jacob went to the temporary haven he'd offered his sire to meet him for one last romp around the city. He arrived to find the door ajar and Victor missing. Immediately sensing trouble, he went inside to find signs of struggle, and summoned Jean-Paul, Isaac, and the Tremere investigators Rudolf Paitnik and Theodor von Steinle. It took the Tremere two nights of analyzing the haven, but they found some blood from Victor's attacker. They then used it to find his captor's location, and, even though they could tell it was another Tremere, they gave it to Jacob who sent Isaac and Jean-Paul after the culprit.

They managed to run down the right location and free Victor, but his assailant escaped in the scuffle. Victor was able to confirm it was one of Marissa's minions from Washington. Jacob and Victor decided against a Blood Hunt in favor of a riskier gambit to gain the upper hand. Jacob and Jean-Paul ran down the anathema Tremere themselves with the quiet help of Rudolf and Theodor. They staked him and turned him over to Victor.

Victor returned to Washington with proof of open Tremere hostilities against him in another city, a major political blight for them (though this conflict would rage another century still). He also came away with a generally solid outlook on his childe's young but prosperous domain and wrote back to the Ventrue establishment he represented about it, albeit taking extra credit for the wisdom in Jacob's embrace.

He was able to use the kidnapping to his advantage as well. Marissa lost enough face for the failed attempt on him that it sparked an argument between the Pyramid in Vienna and the Ventrue boards in Austria that ultimately reached the Inner Circle of the Camarilla. It didn't cost Marissa her seat, but only because the man the misogynistic Tremere in Vienna sent to replace her disappeared before or just after reaching Washington, D.C. Still, it jarred her pull with her can and created the first dent in her armor since becoming Prince, which allowed Victor and his Ventrue to reclaim some lost power. With Marissa holding her throne by force alone, it was easier to push her onto her back foot for a few years.



The World's Fair

Almost as soon as the Great Central Fair was over, mortal officials and organizations around the city began to plan a larger and more impressive feat. It took some political maneuvering and fundraising, but, through a concerted effort, the city convinced the federal government to back their plans to host America's first World's Fair. The event would play out over the 100th anniversary of the United States (as long as the government didn't have to pay for it). It was dubbed The Centennial International Exhibition of 1876.

When news reached Jacob Shallus, he was ecstatic. As he watched the kine begin to organize around the idea, he saw an opportunity within it that only he could seize. A once in an unlife chance, perhaps, to make his mark on this strange new world. Philadelphia would host a Grand Elysium, open to any Camarilla member in the world, and stretching for the duration of the Centennial Exhibition.

Jacob began to conceptualize the affair. It would need to make a number of statements about the city in order to be successful. It would have tobe unique. Victor and Jean-Paul had told him of other such events in Kindred society, and even Isaac had mentioned them as remarkable. Jacob's would need to stand out among them. It would need to show the unity of his city and the strength that it created.

Jacob had been around for long enough now that he saw the importance of demonstrating power and of limiting his demonstrations. He counted the reliability of his closest friends' ongoing counsel as paramount to his many successes and his very survival. In Jacob's mind, every Kindred in Philadelphia could say the same, from their coteries to their leadership. Their show to the Kindred world would need to be a profoundly vibrant display of the Masquerade and the Traditions. Jacob's Grand Elysium at the Centennial International Exhibition would put Philadelphia's Camarilla on confident display to the rest of the Kindred world.

Jacob announced his idea at the quarterly meeting of his court, and, by the time he'd finished, nearly every Kindred in attendance was applauding. Philadelphia had grown into a bold city with a brazen history of success in the face of tall odds, and its Kindred were no different. Many of them were less than a century old, and they were eager to show the world what they had already accomplished. As for the elders among them, Jean-Paul and his Toreador thrilled to the idea, and Isaac Normand marked it among the first notable events in the reign of a neonate Prince. Jacob was out of his depth, but he continued to at least entertain.

The Grand Elysium would take a full city effort to plan and execute. Fortunately, nearly every clan had an immediate interest in contributing to what might become the defining social and political event of the century for them.

The finer points of the Grand Elysium are a story unto themselves, to be detailed and experienced in game in a later supplement dedicated to this particular period. For the purposes of this treatment, we will focus on a few key historic events that happened during the course of the Centennial International Exhibition.

New Faces

Kindred from around the world began to come to Philadelphia in the lead up to the World's Fair. Some came for their own reasons, or their clan's, while others came specifically to be involved in the Grand Elysium or take advantage of the massive industrial exhibition in which it was hidden.

The Camarilla had slowed its pace in Embracing new members somewhat during the preparations, but new Kindred seemed to migrate to the city all the time. This was especially true after 1871, when Jacob sent out the first announcements about the Grand Elysium and vampires from all over Europe and the Americas began to arrive. Some of them came looking to join in the celebration, and one such Kindred of South African fame was the ambitious Gangrel neonate Roualeyn George Gordon Cumming, lion hunter from Scotland. Roualeyn introduced himself at the Spring Elysium of 1870, marking a new era of political engagement for his clan.

Still others arrived with some alternative purpose and found themselves swept up in the zeitgeist of the Centennial as it consumed the entire city. Alice Kyteler, Tremere blood sorceress and occult scholar, had been languishing in the libraries of Vienna for nearly a century, locked in the stifling political limbo of the Pyramid. She came to Philidelphia in 1874 on a bogus assignment to investigate the long failed assassination of Victor Laurent but wound up staying for the celebration and, ultimately; for good.

Power Shifts

The domain expansion that Jacob achieved under the Consolidation Act was not without its flaws. The overnight hegemonic shift gave rise to a dozen different power struggles among Philadelphia's Kindred that played out in Elysium and in the streets across the subsequent decades. The World's Fair took place over six months, from May to November in 1876, and during those six months many of the city's long standing political and territorial feuds came to a head. The intrigues of the Grand Elysium and the Centennial Exhibition cost several prominent Kindred their unlives and saw new Primogen rise in at least three different clans.

The Centennial Fairgrounds

As the mortals hurried to design and execute their own vision, the many temporary yet robust and fully featured buildings which would compose the Centennial Fairgrounds began to fill Fairmount Park. It was quickly becoming its own city in miniature to the west of Philadelphia proper. Watching it go up was an inspiration in itself, and Jacob learned through his contacts in the mortal planning endeavors that the event was building up to take place over a number of months, not just weeks.

The Centennial Fairgrounds took up hundreds of acres across Fairmount Park with its immense, temporary exhibition halls. It went up in a span of about six years with about four years of planning prior to that. The last buildings were finished just weeks before the Centennial began. Some minor structures were ac tually still under construction as it opened. The Fairgrounds encompassed six massive exhibition halls and nearly 250 total buildings, most built to be temporary.

In total, Fairmount Park covered over 2000 acres between the Schuylkill River and Philadelphia's northern and western neighborhoods. In 1876, it hosted the Philadelphia Zoo, the Centennial International Exhibition, the Fairmount Water Works, and over a dozen mansions of various sizes designating former grand estates from which the park and surrounding neighborhoods sprung, all spread across a massive swath of undeveloped wilderness. It was very much a function of the same forces that created the Consolidation Act of 1854, but, while it represented the same developmental progress of the city, it was its own microcosm in many ways. With the Centennial on site in 1876, it was almost its own miniature city; of course, it still fell under Jacob's Domain.

Philadelphia on the Global Map

The Centennial International Exhibition put Philadelphia firmly on the mortal world stage, and Jacob's Grand Elysium put it squarely in the sights of the Camarilla's upper echelons in Europe. After this period, more and more Kindred of different backgrounds and intentions began coming to the city. Many were swept in by the larger currents of human and Kindred movement as America developed, but nearly all had heard the rumors and legends that swirled out of the Grand Elysium. After the World's Fair, Philadelphia had a global name.

Frank Leslie's Illustrated

HISTORICAL REGISTER of the Centennial EXPOSITION 1876

Timeline

Prior to 1682 - The area that will become Philadelphia was a Lenni Lenape trade settlement in the Delaware River Valley. It was part of a much larger territorial holding covering what is now Philadelphia, south through New Jersey, east through New York City, and north as far as western Connecticut.

1682 - Philadelphia is founded as the capital of Pennsylvania by William Penn under charter from King Charles II.

1742 - "Bloody Election" riots erupt between Quakers and Anglicans over the changing power demographics in the city. This incident marks one of the first episodes in what will become, and remain, a restive and turbulent Philadelphia political landscape.

1790 - Philadelphia becomes the temporary capital of the United States while Washington, D.C. is being built.

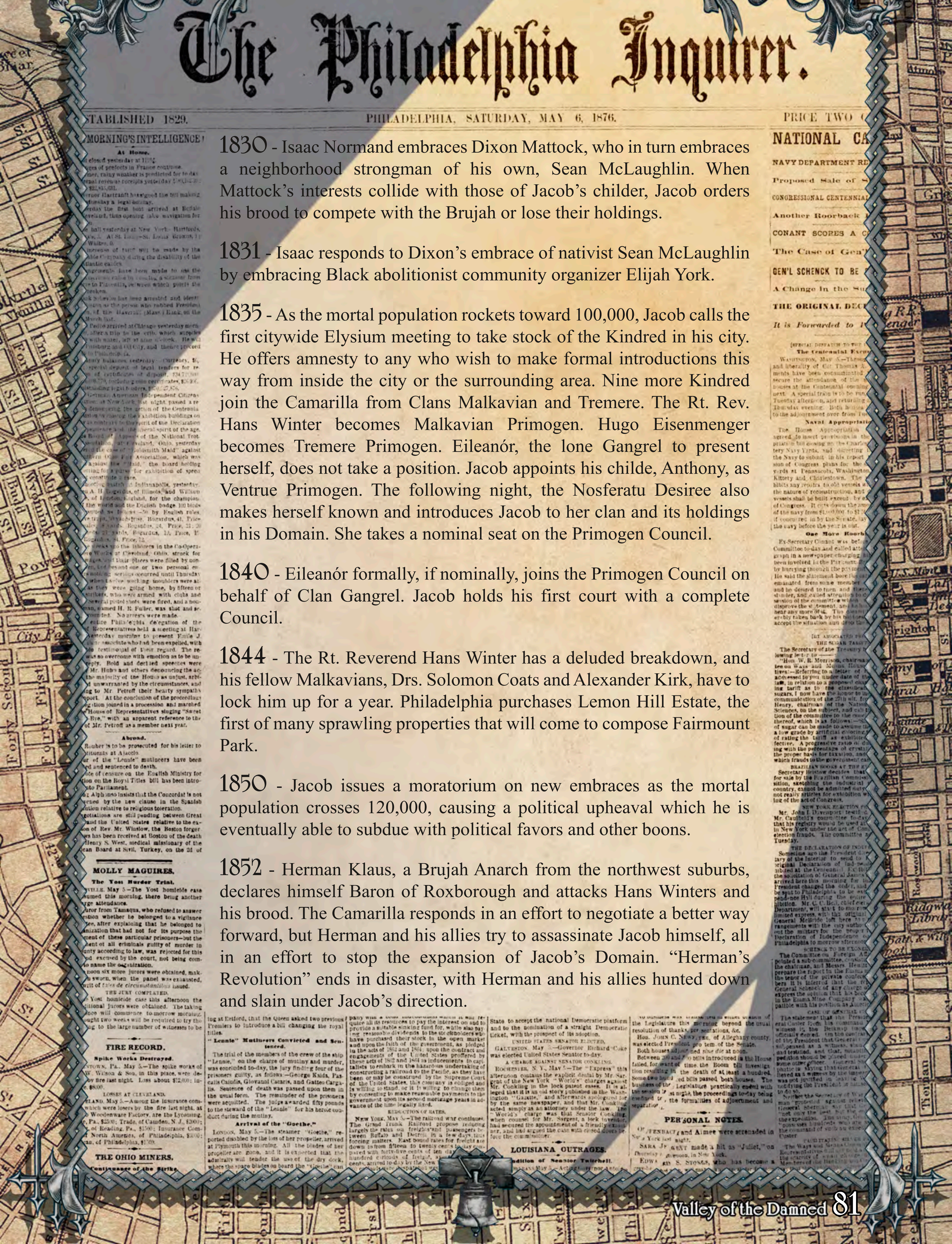
1796 - Victor Laurent embraces Jacob Shallus and, in a cruel act of political expediency, appoints him Prince of Philadelphia (which at the time has no known Kindred presence). Jacob is only intended to be a placeholder for the small city to have a nominal Camarilla presence until Victor can establish a stronghold in Washington D.C., but Jacob does not see Victor again for almost seven decades.

1805 - Jacob is approached by the Brujah Isaac Normand and the Toreador Jean-Paul Boucher. They make formal introductions and try to explain that, for their own inscrutable reasons, they are going to support his rule.

1806 - Arturo Giovanni makes a similar overture backed with a lot of money. Despite the objections and threats of Isaac and Jean-Paul, Jacob insists they need all the allies they can get and brings Arturo onto their so-called Primogen Council. Jean-Paul embraces Stewart and Fiona Cartwright with Jacob's permission.

1820 - Jacob embraces Anthony Peale, a wealthy and successful alumni of the Philadelphia Stock Exchange.

1825 - Anthony embraces Zachary Davis, a rising urban boss from a slum neighborhood who has both criminal connections and political aspirations.



1830 - Isaac Normand embraces Dixon Mattock, who in turn embraces a neighborhood strongman of his own, Sean McLaughlin. When Mattock's interests collide with those of Jacob's childer, Jacob orders his brood to compete with the Brujah or lose their holdings.

1831 - Isaac responds to Dixon's embrace of nativist Sean McLaughlin by embracing Black abolitionist community organizer Elijah York.

1835 - As the mortal population rockets toward 100,000, Jacob calls the first citywide Elysium meeting to take stock of the Kindred in his city. He offers amnesty to any who wish to make formal introductions this way from inside the city or the surrounding area. Nine more Kindred join the Camarilla from Clans Malkavian and Tremere. The Rt. Rev. Hans Winter becomes Malkavian Primogen. Hugo Eisenmenger becomes Tremere Primogen. Eileanór, the lone Gangrel to present herself, does not take a position. Jacob appoints his childe, Anthony, as Ventrue Primogen. The following night, the Nosferatu Desiree also makes herself known and introduces Jacob to her clan and its holdings in his Domain. She takes a nominal seat on the Primogen Council.

1840 - Eileanór formally, if nominally, joins the Primogen Council on behalf of Clan Gangrel. Jacob holds his first court with a complete Council.

1844 - The Rt. Reverend Hans Winter has a deluded breakdown, and his fellow Malkavians, Drs. Solomon Coats and Alexander Kirk, have to lock him up for a year. Philadelphia purchases Lemon Hill Estate, the first of many sprawling properties that will come to compose Fairmount Park.

1850 - Jacob issues a moratorium on new embraces as the mortal population crosses 120,000, causing a political upheaval which he is eventually able to subdue with political favors and other boons.

1852 - Herman Klaus, a Brujah Anarch from the northwest suburbs, declares himself Baron of Roxborough and attacks Hans Winters and his brood. The Camarilla responds in an effort to negotiate a better way forward, but Herman and his allies try to assassinate Jacob himself, all in an effort to stop the expansion of Jacob's Domain. "Herman's Revolution" ends in disaster, with Herman and his allies hunted down and slain under Jacob's direction.

1854 - Philadelphia passes the Act of Consolidation, expanding the municipal border out to the county border and placing the whole territory under the City of Philadelphia's jurisdiction. Jacob uses all his mortal influences to press the legislation, and overnight his formal holdings increase from two square miles to 130 square miles. His regional influence becomes a formal claim to the domain backed by a formidable Camarilla court. Jacob demands a formal pledge of fealty from all previously uncommitted Kindred in the former suburbs surrounding the city and makes examples of the few remaining who won't bend the knee, with support from his Primogen. His expansion succeeds, but touches off over two decades of political intrigue and territorial disputes in the process.

1861 - The Civil War breaks out. It comes close, but never actually reaches Philadelphia.

1864 - Victor Laurent finally returns to Philadelphia, now a sprawling metropolis of over 600,000 people and nearly 60 Kindred, to reunite with his childe and congratulate him on his runaway success and vast domain. Prince Jacob Shallus rules decisively with an eye toward building his city into a regional Camarilla powerhouse. He's unimpressed with Victor's long absence and does not think he needs his congratulations, but the two reunite and make peace at the Great Central Fair. Victor is genuinely impressed with Jacob's establishment and swears to be a better ally to his young but accomplished childe. After this reconciliation, Tremere from Washington D.C. attempt to assassinate Victor, but the hit fails and, in no small irony, the assailants are discovered and foiled by Tremere from Philadelphia.

1865 - The Civil War ends. The era of the Republican political machine in Philadelphia begins.

1870 - Roualeyn George Gordon Cumming moves to Philadelphia, beginning a new era of active Gangrel political engagement.

1872 - Alice Kyteler moves to Philadelphia, ostensibly to investigate the failed assassination of Victor Laurent.

1874 - The Philadelphia Zoo opens. Roualeyn begins supplying them with exotic animals, which he captures on dangerous hunts with other Kindred, to exhibit.

The Philadelphia Inquirer.
ESTABLISHED 1829.
PHILADELPHIA, TUESDAY, MAY 9, 1876.
PRICE TWO CEN

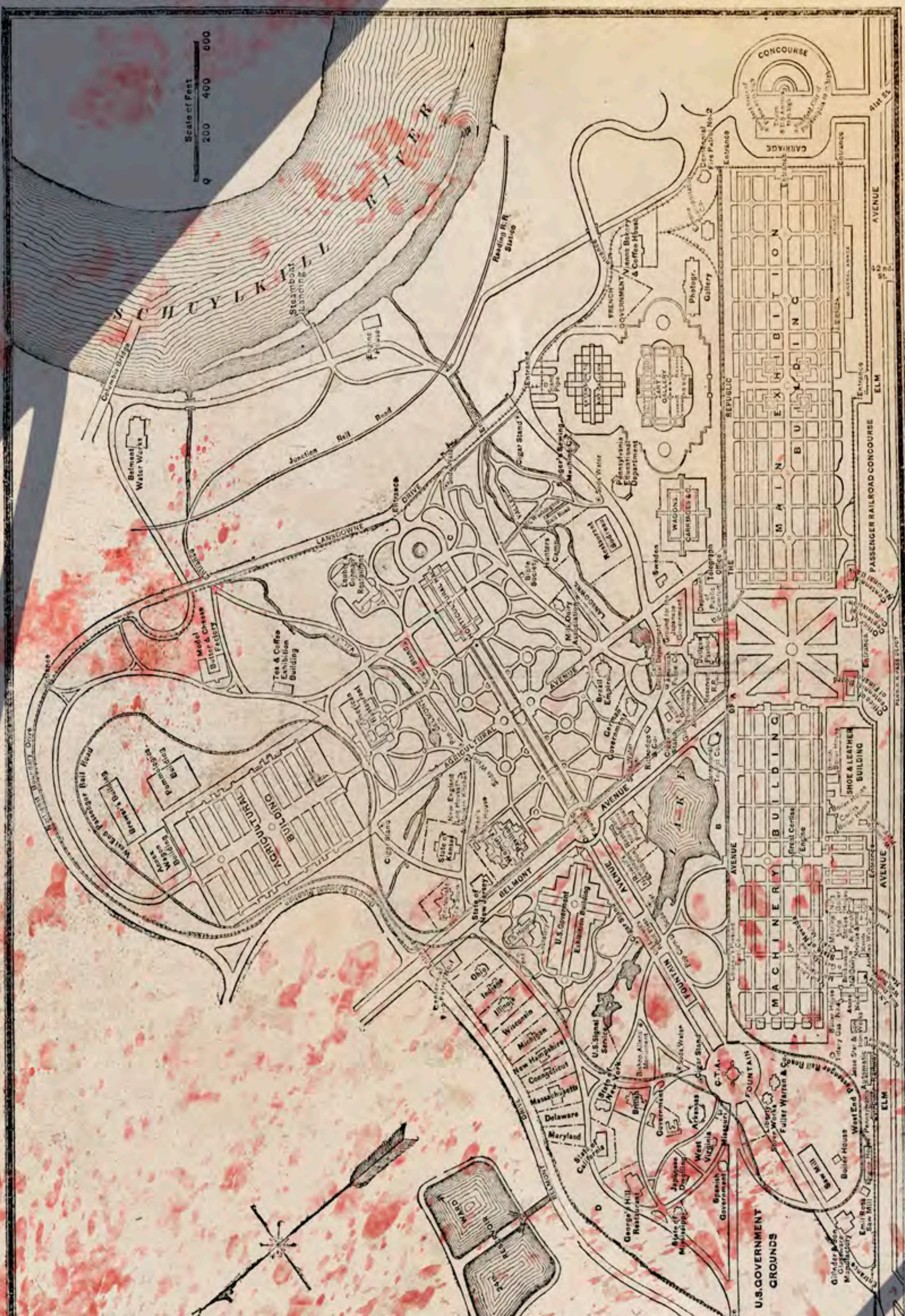
1875 - Roualeyn and Eileanór come to an agreement. She starts attending regular Primogen Council meetings and together they press a formal claim on Fairmount Park. It is made up of forests and farms the Gangrel once stalked freely but is now consolidated under Jacob's Domain. Desiree, the Noseratu Primogen, opposes the claim. She argues that the park will get developed by mortals, and the territory should remain open for all Clans to hunt and claim in pieces. Jacob leans toward granting the Gangrel claim but tables the issue until after the World's Fair, scheduled to take place in Fairmount Park in 1876.

1876 - Philadelphia hosts the Centennial International Exhibition, America's first World's Fair, in Fairmount Park. Alongside this, and against Victor's wishes, Jacob hosts a Grand Elysium to which he invites Kindred from around the world.

The Philadelphia Inquirer.

ESTABLISHED 1829. PHILADELPHIA, WEDNESDAY, MAY 10, 1876. PRICE TWO CENTS.

MAP OF THE GROUNDS OF THE CENTENNIAL EXHIBITION IN FAIRMOUNT PARK.



be furnished a much more compre[illegible] Exposition grounds than the [illegible] most labored article could. With the exception of four details, each of which is marked by single letters, A, B, C and D, the map is complete[illegible] curate. The spot marked A is the site [illegible] B marks the location of the [illegible] C is where the City of Columbus [illegible] phia headquarters are being erected. D is where the Rhode Island State Building stands.

OPENING DAY

Inauguration of the Freedom Feast

THE CEREMONIES AT THE GROUNDS

Exercises of Befitting Solemnity

WHAT THE GATHERED NATIONS WILL SEE

The Grand Group and its Contents

THE MAIN BUILDING AND ITS TREASURES

Mechanical Skill in Machinery Department

WEALTH OF COMBINED NATURE AND ART

Description of the Exposition Grounds

CIVIC & MILITARY DEMONSTRATION

With the profoundly impressive ceremonies prearranged for the purpose, the grand celebration of the American Centennial will be to-day inaugurated by the formal opening of the great International Exhibition in Fairmount Park. In all its features the occasion will be grand and imposing, as the magnificence of the event itself demand it shall be. Grand in the presence of the august assembly that will participate in the ceremonies, and magnificent in the pageantry that will attend them. Grouped in one vast concourse will be men who officially represent the world's best intelligence and the world's strongest power. To the dignity lent by the presence of the highest officials of our own government in its civil, military, legislative, judicial and executive branches, will be added the brilliant State effect of foreign courts. In all this the scene will be grand, but it will be grander still—it will be sublime in the fact that these ceremonies inaugurate a celebration by which the success of a free people is to be glorified. The dazzling pageantry is not to be of war.

This meeting of representatives of foreign powers is not called for the purposes of statecraft. Those soldiers from the other shores are not to be marshaled with our own, for strife "to subdue nations and bring home spoils with infinite manslaughter," but for the lofty, grateful purpose of adding grandeur and splendor and impressiveness to a celebration which most truthfully proves that peace, too hath her victories. The nations gather to partake of the freedom feast spread by their sister nation in honor of her one hundredth birthday.

A corps of INQUIRER reporters yesterday made a careful tour of the Exhibition Grounds and Buildings with a view of furnishing, for the benefit both of those who will and those who will not attend the opening to-day, a comprehensive idea of what the Exposition is at the present time; how the grounds look; what the buildings are like and what they contain, paying most attention to the buildings of the grand group.

Main Exhibition Building.

THE EXPOSITORY OF THE NATIONS—WEALTH AND INDUSTRY OF THE WORLD—A GLANCE AT THE MIGHTY WHOLE.

At no time do statistics make the most entertaining of reading, but of late the public have been treated to such a redundancy thereof that unnecessarily to impose more upon them at this present would be a piece of senseless impertinence. Nevertheless it is imperative in an article having especial reference to the Main Building of the Centennial Exposition, to invoke the aid of figures and administer to the incautious reader a neat little selection of facts, by way of preparing him for what is to follow. He must please be ready to strike successive attitudes of respectful wonder, as the figures, and as every one knows figures cannot lie, are confided to him. It is possible that some people do not know that the edifice to which reference has been made is in the form of a parallelogram; it is also possible that there are individuals in existence who do not know what a parallelogram is, but we do not write for such.

DIMENSIONS OF THE BUILDING.

This parallelogramatic building is nearly two thousand feet long—it only wants a hundred and twenty feet of it; the distance from one door to the other, lengthwise, being rather more than a third of a mile. Its breadth is in proportion, being 464 feet. Having been furnished with these figures, it would be quite possible for readers to calculate the superficial area for themselves, supposing, of course, that they know how; but these are holiday times, and we may as well say right out that the floor occupies twenty acres of ground, which, when one comes to think of it, is quite an extensive space to cover with flooring. Having exhausted admiration in the dimensions of the building, attention might profitably be directed to the ornamental and striking features of its architecture, the towers, which, rising gracefully to the sky, break the monotony of roof. These towers are eight in number, two being placed at each end and four in the middle. They are not exactly cloud capped, but attain to a very respectable height for all that, the middle ones rising to an elevation of a hundred and twenty feet. Such is the edifice under whose roof the nations of the earth have gathered together of their best in friendly rivalry. As he enters the building, at either the east or west entrance, and sees the long vista stretching out before, the soul of the unaccustomed visitor must sink within him. All this vast

ARRAY OF PILED UP RICHES

is calling out for his consideration until the poor man, thoroughly bewildered, cannot tell for the life of him which way to turn, and looks around him in hopeless indecision. In such circumstances as these he who hesitates is lost. There is nothing for it but firmly to decide upon a plan of action and then determinedly to carry it out, swerving neither to the right hand nor to the left, but going straight forward upon the mapped-out route. Supposing, for instance, that the visitor has entered the building at the west entrance his best plan would be to take the left-hand exhibits first, and having worked his way down to the west end, which is possible to a man of spirit, return along the other side, in which way he will stand some little chance of seeing what may, by a figure of speech, be termed all. Carrying out this plan the visitor first comes to the Italian section.

Italy does not make a very large display, but what she has made merits careful attention. There is a fine array of terra cotta work, a branch of art in which the Italians have attained considerable proficiency. Venice has been famed for its glass for centuries past, and, as was to be expected, the ancient city is represented by its own peculiar specialty. These Venetian glasses are very quaint and old-fashioned, looking like the relics of some old curiosity shop.

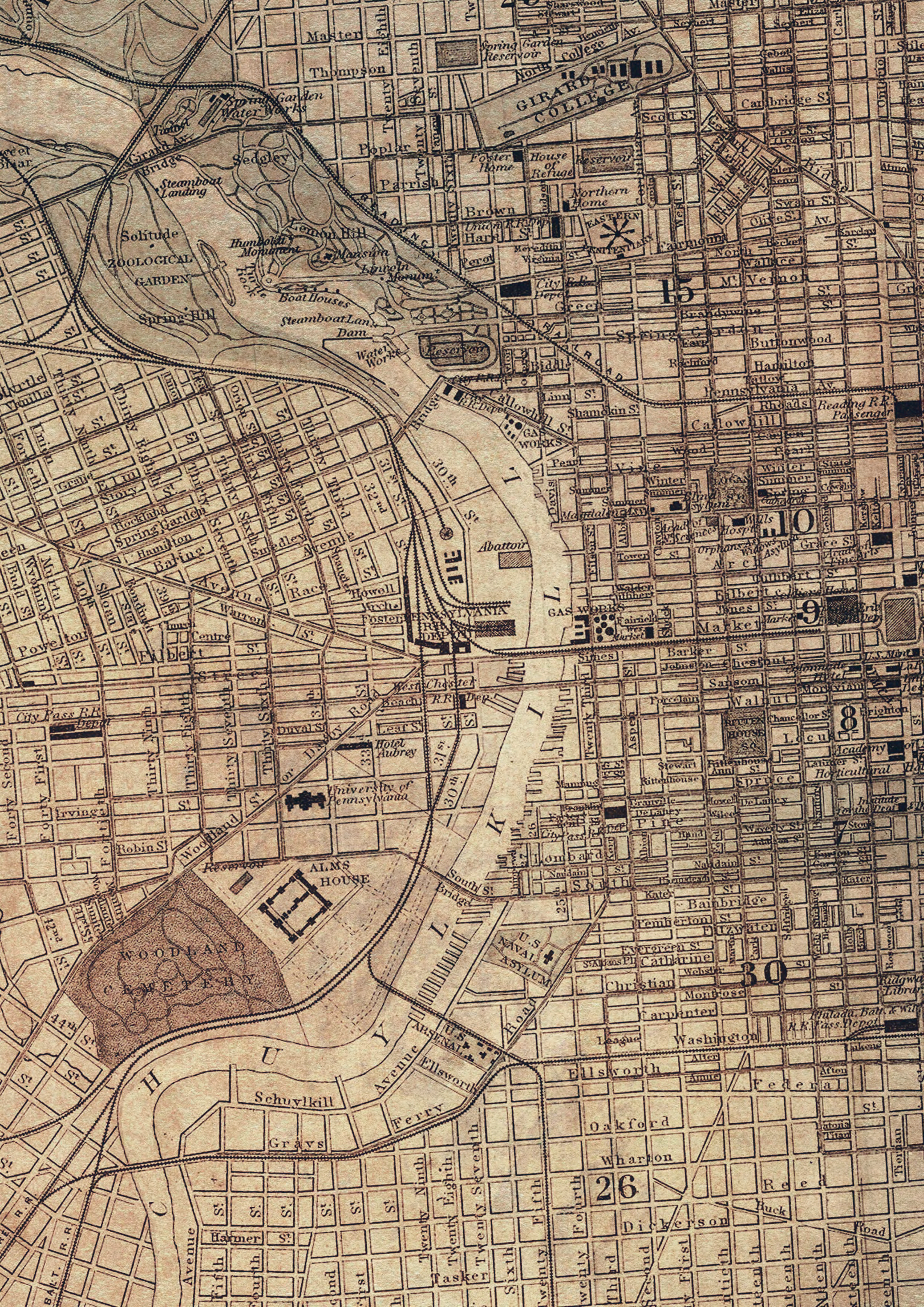
To the uninitiated there is nothing very attractive about Leghorn hats, but a large case full of them will probably be interesting enough to those acquainted with the article. From Palermo come some curious old furniture most elaborately carved, and a cabinet of ebony inlaid with mother-of-pearl, and further adorned with little gilt [illegible] of saints and such like set in convent[illegible] As though to justify the proverb, th[illegible] meet, next to the sand[illegible] the sun[illegible] far North, frozen Norway. Eve[illegible] upon which the Norseman ma[illegible] the skill with which he dream[illegible] tive country, and the disp[illegible] is noticeable. Yet not by [illegible] presented. She sends som[illegible]

SILVER FILIGR[illegible]

Which, for exquisite design and [illegible] manship, deserves high praise [illegible] idea that the Norwegian had [illegible] fanciful traceries of nature [illegible] Certainly he has every oppor[illegible]

In some things Sweden is a[illegible]

Continued on the


Master
Thompson
Spring Garden Reservoir
North College Av.
GIRARD COLLEGE
Spring Garden Water Works
Girard Av. Bridge
Sedgley
Poplar
Parrish
Foster Home
House of Refuge
Reservoir
Northern Home
Brown
Union R.R. Depot
Hare St.
EASTERN PENITENTIARY
Fairmount
Steamboat Landing
Solitude
ZOOLOGICAL GARDEN
Lemon Hill
Humboldt's Monument
Mansion
Lincoln Monument
The Rock
Boat Houses
Steamboat Landing
Dam
Spring Hill
Water Works
Reservoir
City R.R. Depot
Green
Brandywine
Spring Garden
Buttonwood
Hamilton
Pennsylvania Av.
Reading R.R. Passenger
Callowhill
Biddle
Linn St.
Shamokin St.
GAS WORKS
READING RAIL ROAD
15
Mt. Vernon
Wallace
North
Cambridge St.
Ridge Av.
Scott St.
Swain St.
Olive St.
Parrish
Myrtle
Thirty Ninth
Fortieth
Thirty Eighth
Story
Rockland
Spring Garden
Hamilton
Baring
Smedley
Avenue
Race
Howell
Arch
Foster
PENNSYLVANIA R.R. DEPOT
Warren
Powelton
Filbert
Centre
Market
30th St.
31st St.
32nd
Abattoir
GAS WORKS
Fairmount Market
Wood
Vine
Winter
Summer
LOGAN SQ.
Blind Asylum
Cathedral
Wills Hospital
10
Orphans Asylum
Widows Asylum
Grace St.
Academy of Fine Arts
Cherry
Arch
Cuthbert
Elbert
Jones St.
Market
9
Barker St.
Chestnut
Sansom
Walnut
Continental Hotel
U.S. Mint
Moravian
Brighton
Locust
8
Academy of Music
Spruce
Horticultural
RITTENHOUSE SQ.
Rittenhouse
Pine
Lombard
South
Institute for the Deaf
7
Bainbridge
Fitzwater
Catharine
Christian
30
Carpenter
Washington
Phila. Balt. & Wilm. R.R. Pass. Depot
Ridgway Library
City Pass R.R. Depot
West Chester R.R. Depot
Darby Road
Hotel Aubrey
Duval St.
Lear St.
University of Pennsylvania
Woodland St.
Irving
Robin St.
Reservoir
ALMS HOUSE
South St. Bridge
WOODLAND CEMETERY
U.S. NAVAL ASYLUM
Evergreen St.
Webster
Montrose
League
U.S. ARSENAL
Ellsworth
Federal
Schuylkill Avenue
Ferry Road
Grays
Oakford
Wharton
26
Reed
Dickerson
Tasker
Hamner St.
Buck Road
SCHUYLKILL
Forty Second
Forty First
Thirty Ninth
Thirty Seventh
Thirty Sixth
Thirty Fifth
44th St.
42nd
Twenty Ninth
Twenty Eighth
Twenty Seventh
Twenty Sixth
Twenty Fifth
Twenty Fourth
Twenty Third
Twenty Second
BALT. R.R.

Chapter Three: Murderer's Row

"You have prayed to these priests;
they have answered you with death.
You have shed your tears at the feet of these kings;
they have fed upon your flesh.
You have clutched the garments of these rich men;
they have quenched their thirst with your blood.
- George Lippard, Adonai, the Pilgrim of Eternity

The Rogue's Gallery

Philadelphia's restless dead and damned hail from many different backgrounds. They come both from the city and from many other far off places to make up the Camarilla of the nineteenth century. Its vampire clans compete in the streets and the halls of power, and, within themselves, for a stake in the places and politics of Philadelphia. For younger Leeches, especially, nightly survival is a matter of compromise and a steady ledger of boons paid and collected. Earning friends across clan lines is just as important as earning your keep with your own.

Who are these dread Kindred who stalk the city's darkest alleyways and most exclusive hideaways in the night, preying on the fortunate and unfortunate alike? What drives their quests for power as they vie with each other for clout? What secret, and not so secret, alliances have they made to further their interests? Let's take a closer look at the foul, vampiric host clutching the City of Brotherly Love in its cold, clammy death grip.

The Camarilla

All known vampires in the city claim at least nominal membership in the Camarilla, by far the largest organization of Kindred in Philadelphia. Jacob and his allies made it clear during Herman's Revolution what would happen to those who sought to disrupt his rule, and there is very little question in anyone's mind what they would do to a member of an antagonistic sect like the Sabbat.

At minimum, anyone found unwilling to announce themselves and bow to the authority of the Camarilla will be run out of town, but the likelihood they can actually outrun Isaac Normand or Jean-Paul Boucher is low. To learn more about those caught trespassing, see **Chapter Five: Herman's Revolution.**

Jacob and the Primogen Council run as tight a ship as they can in most cases. Philadelphia's rampant expansion and population explosions have made it difficult to keep full track of everyone in the city at any given time, but they've done an effective job enforcing their policies under the Second and Fifth Traditions. Jean-Paul, for now the Toreador Primogen, has been eviscerating and decapitating the Camarilla's occasional stand-out problems for decades. At this time outside Philadelphia only Boston, New York City, and Washington, D.C., represent real Kindred population hubs in the northeast United States. Most vampires who pass through from any of them know to make themselves known to the Camarilla if they want any chance of being safe in Philadelphia.

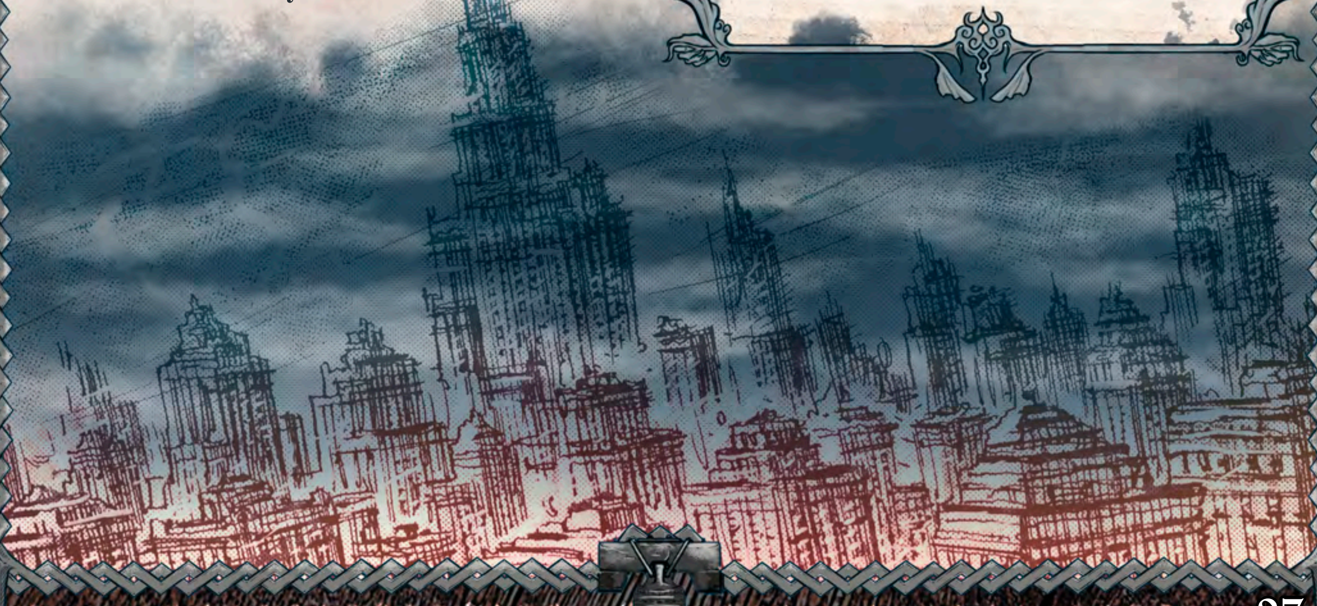
Briefly, and we'll expound further in the coming sections, the Camarilla Prince and his Primogen Council are:

Prince - Jacob Shallus, Ventrue
Brujah - Isaac Normand
Gangrel - Eileanór
Giovanni - Arturo Giovanni
Malkavian- The Right Reverend Hans Winter
Nosferatu - Desiree
Toreador - Jean-Paul Boucher
Tremere - Hugo Eisenmenger
Ventrue - Anthony Peale

The Sabbat, Anarchs, and Independent Clans are only mentioned to a limited extent in this volume, though it contains a story about early Philadelphia Anarchs in **Chapter Five: Herman's Revolution**. This is intentional, and purely a result of the chronology we've developed for Philadelphia through the ages. Clearly, such an out of control population will eventually allow all manner of usurpers to seep in and antagonize the Ivory Tower. We plan for full, playable treatments of the Sabbat and Independent Clans in later eras of this setting. For now, they simply haven't arrived in this city in any organized fashion, yet.

This is absolutely not to say you can't play Sabbat, Independents, or even more esoteric sectarian games with this book and in this setting. You are more than welcome to do so, and the book contains a wide array of active, enthusiastic Camarilla members and institutions for you to assail or corrupt. A Sabbat pack would love to rip this city up, but none have succeeded yet. Philadelphia rivalries often reach fever pitch, and the idea that someone might hire an Assamite from out of town is more than plausible. Antitribu or autarkis Cainites posing as members of their parent clans or worse, might try to infiltrate such a porous Camarilla strong hold at any time, for any number of reasons.

Stories of guerilla warfare, espionage, or clandestine social and political subversion are well-placed in ***Philadelphia by Night***. We would recommend for now that you use the rules and cultures described for Sabbat and Independent Clans in ***Vampire: The Masquerade (20th Anniversary Edition)*** and ***Vampire: The Victorian Age*** if you and your group want to run with clans that aren't detailed in this particular volume.



BRUJAH

The Brujah in Philadelphia are a seriously mixed bag of Rabble, indeed. The clan is headed by an ancient British knight called Isaac Normand. He looks like he could fight a bear, and, in truth, he's fought worse. He serves as Brujah Primogen and helps to set the tone for the clan in Philadelphia. His childer are the urban boss and former privateer Dixon Mattock, as well as the abolitionist reformer and activist Elijah York. Through the course of the nineteenth century, the Brujah have also been joined by survivors of various wars, including their share of immigrants, free northern black people and freed slaves from the south, among other refugees from around the world. Some younger Brujah also have a strong nativist bent, creating an intraclan dilemma in which mortal enmities sometimes spill into the Kindred arena.

This diversity of membership makes for a turbulent blend of differing perspectives and experiences in a city defined in part by the racism and sectarian divides of the nineteenth century. Isaac encourages this complicated dynamic. He regards his time in Philadelphia as deeply experimental in the larger scheme of his extensive unlife and takes the concept of the "marketplace of ideas" very seriously. While he recognizes the risks of mixing and matching so many different passions, in some ways he sees the cycles of clash and reconciliation as essential to his purpose of promoting larger revolutionary phases. Of course, it's easy-for Isaac to disregard the very real human suffering his often lackadaisical outlook on human revolutions enables because he's been out of touch with real human emotions for centuries.

The Brujah of Philadelphia frequently embrace from the ranks of the city's neighborhood warriors. Because the strife that defines the age around them is so fresh, some of them don't escape the cycles of violence that defined their mortal lives. More than one has been lost to a human enemy who kicked in their door during the day looking for retribution for some prior slight and incidentally immolated the neonate in the sun. These kinds of incidents have also proven problematic for the Masquerade, and Isaac has been trying to find ways of encouraging younger Brujah to avoid their prior entanglements, often a fool's errand even for him.

Philadelphia's Rabble certainly aren't limited to neighborhood bruisers and tough guys. There are many revolutions going on in industrial Philadelphia at any given time, and the leaders or backers of any one of them could attract the attention of a Brujah. As such, anyone and everyone may show up among the Brujah of Philadelphia. Brujah who wish to embrace must go to Isaac for permission and undergo a rigorous vetting period with their prospective childe before bringing it up to Jacob or anyone else at all.

Isaac Normand

Isaac Normand was born in 1320, the eldest son of a minor noble family of French descent in Southern England. He was committed to the service of a higher house in pursuit of greater standing among the ranks of the Plantagenet support families and found himself a page by 11, then squire to a prominent local knight by 14. At 17, he sailed across the English Channel to ride into battle with his liege against the French nobility of House Valois.

While in France, Isaac was struck down and killed by hail at Chartres during the terrible storms of Black Monday. He would have perished had his viciousness, cunning, and commitment to the cause for which he had slaughtered so many not attracted the attention of one Gabriel Pomeroy. Gabriel was a Brujah war rior, taking advantage of the Edwardian War for his own purposes. Together, Gabriel and Isaac terrorized both sides of the Hundred Years War, first as allies while Gabriel reared Isaac into a proper Brujah and later as enemies when it came time to test his childe's acumen.

Eventually, Isaac bested his sire and destroyed his mortal bases of power through the War of the Roses, coercing him into the Camarilla. He had become a notable warrior and scholar in France during the Courts of Love and found himself a highly sought ally in the Camarilla age that followed.

Isaac's penchant for rebellion and revolution is heavily informed by centuries of academic and philosophical study. He supports the Camarilla because it is a phase of revolution in Kindred history itself, and he believes the oppressive structure of it will eventually yield yet another. A monster among monsters, Isaac has been known to support both sides of several wars and conflicts in an effort to promote cycles of change. He has no moral reservations about the implications of any one particular deed he commits in this pursuit, and he has committed many.

Isaac left France to prowl the wilderness during the American Revolution, returning to his long lost past time of fighting both sides of a war to feed his long dormant Beast. When the American Revolution ended, he returned to France to help his allies and shake up the Camarilla structure throughout the French Revolution. Eventually, Issac found himself caught up in a vendetta between his friend, the Toreador swordsman Jean-Paul Boucher, and Clement Dansereau, the Ventrue Primogen of Paris as well as a critical ally of Isaac's. Forsaking his alliance with Clement, Isaac saved Jean-Paul from the Ventrue's machinations and helped him escape France to Philadelphia.

Isaac Normand

Isaac spent the rest of the French Revolution preserving enough of what was left of his alliance with Dansereau to make a fortune, then came to Philadelphia where he had told Jean-Paul to hide. Both men knew and respected Victor Laurent from France despite Jean-Paul's rivalry with a member of Victor's lineage. Together, they made the decision to present themselves to Jacob, Victor's childe, and support his rule despite his age and likely incompetence. Isaac Normand of Clan Brujah, Jean-Paul Boucher of Clan Toreador, and Jacob Shallus of Clan Ventrue became the founding fathers of Philadelphia's Camarilla.

Roleplaying tips:

Isaac is extremely old, and he has a low humanity. He isn't always inclined to be vicious, but is very desensitized to violence and suffering. It's a strange dichotomy for a vampire who continues to interest himself in basic questions like what defines right and wrong with a seemingly genuine human interest. Most of the time, Isaac is intellectual, if somewhat aggressive. He knows he has no real competition among any of the local Kindred, nobody he sees regularly, anyway. This makes it possible for him to passionately assert his positions without often needing to back them up with anything physical. Isaac doesn't speak softly, but he also doesn't often wield his big stick, either. It's a good thing, too, because if he were to completely lose control, there's no telling who and what would be destroyed in his warpath.

Isaac is fiercely competitive and prone to instigating pranks, fights, and other kinds of conflicts for his own amusement. He also likes to see others compete and will act against his own friends or childer in some cases in order to level a playing field he's enjoyed watching.

Dixon Mattock

Dixon Mattock

Dixon Mattock was a pirate and thrall to Isaac Normand during both the American and French Revolutions. After the wars, he was a river pirate on the Delaware in Philadelphia, amassing a fortune in ill-gotten goods and cash. Normand embraced Mattock in 1830, and he, in turn, embraced a South Philadelphia neighborhood gang captain named Sean McLaughlin. Isaac is now the Brujah Primogen, Mattock is a neighborhood urban boss, and McLaughlin runs a mortal gang that offers up a significant part of Mattock's muscle. Together (but often at odds) with the abolitionist Elijah York, they form the backbone of the most prominent Brujah lineage in the city.

Roleplaying tips:

Dixon Mattock is known around the streets as Dickey Pickaxe. The name is both a humorous, if anxious, reference to his actual name and his preferred means of retribution when someone crosses him. Dickey Pickaxe has the rare misfortune of being a Brujah without a very discernible cause. Prior to his embrace, he was always a pirate and soldier of fortune. Since his embrace, he's raked in riches on behalf of himself and his sire, and he supposes, if there's anything he'd really lash out about, it would be efforts to stop him from prospering. He's thus beginning to court a very American kind of capitalist mentality, but, as someone who lived through the collapse of feudalism, Mattock has a lot of difficulty separating the Camarilla's draconian authority structure from his emerging free market ideals. He knows his successes come from the Ivory Tower and loathes the constant tithing it takes to stay in their good graces. Dickey Pickaxe is a lucrative and frightening name in South Philadelphia, but Dixon Mattock has private reservations about the ones he secretly serves.

Sean McLaughlin

Sean McLaughlin grew up in an Irish Catholic neighborhood along the Delaware River in what became South Philadelphia after 1854. He was born in 1845 and lived through many of Philly's worst days of sectarian violence as a child. His family was tough, dysfunctional, and fiercely religious. Sean was raised rough and tumble at home and on the street, where he ran

Sean McLaughlin

with a gang of other Irish Catholic youths from the time he was about 10.

Sean fought frequently for both survival and pride. After trouncing a few local toughs when he was 17, he decided to step into the boxing ring and try his hand as a professional fighter. Sean left his first fight badly battered, bloody, and fighting for his life after a vicious beating from an older and more experienced boxer. He also walked away knowing he needed to know more. It was as though his opponent was waiting for and expecting every move he tried to make. Sean had beaten up too many people to stop learning now.

Soon, Sean had recruited several of the older boys from his street gang into a boxing club, training and practicing to get in the ring with the professional fighters. They found some success early with the organized training schemes they devised paying off, and some of the older fighters around Philadelphia offered to help them learn once they showed they had the grit and drive. Before long, Sean's gang was one of the most feared and respected street crews in South Philadelphia, home to three different well-known ring fighters. The younger and smaller of the gang members organized fights for the boxers and took bets during the fights. Over time, other local gangs started to follow suit,follow suit, and soon the bare knuckle matches among the South Philadelphia crews became a part of the local street politics. The gangs still fought each other in the streets, but, as a more civilized matter of respect and even camaraderie, they also pitted their best against each other in the ring.

Sean attracted the attention of a local Ventrue first, with his fighting and gambling operation functioning as a wholly sustainable business and partial political model for his gang. After a period of observation, the Kindred decided that Sean was too passionate for his particular preferences. The boy had a keen sense for organization and profiteering, but, through all of it, his vigilant Catholic faith and constant derision of those unlike him kept him hot in the head and, at a certain point, began to hamper his vision.

Instead of Embracing him, the Ventrue passed him off to Dixon Mattock, to whom he owed a favor. The Brujah took to Sean right away. He watched as the young man, now the leader of his gang, fought for his beliefs and his perception of survival alongside his fellow Irish Americans, while making a name for himself and his friends in the boxing ring. Eventually, he approached Sean and told him there was a way for him to become an even better fighter and more effective leader. He wove the blood sacrament into Sean's own Catholic beliefs and made him a ghoul.

The impact was instantaneous. Sean became unstoppable in the ring, overpowering his opponents with ease and healing from his own injuries in a matter of hours now, instead of days. His master kept him plied and fueled with vitae, and Sean, in turn, made his mark on the city's underworld, raising his gang to new heights of prominence as senior members purchased a tavern and an old stable in which to train new fighters. The gang had become a more formidable kind of organization, and, under Sean's ghoulish direction, it thrived. Other gangs, particularly Black and Protestant gangs, but also aspiring Irish Catholic crews, lived in fear and envy of Sean McLaughlin and his South Philadelphia fighters.

Under the auspices of this success, Sean's Brujah domitor decided he had earned the Embrace. He turned Sean in 1860. Sean spent the first decade of his unlife using his new powers to bolster his own neighborhood and organization to the detriment of others. By 1870, his gang was the promotion of note for almost all of the underground fighting in South Philadelphia and was universally feared in the ring and the streets. Sean was firmly in command of the gang politics of his neighborhood and those adjacent, and becoming a factor in the citywide picture.

Roleplaying tips:

Sean is aggressive, bigoted, and often fiercely unpleasant to be around. He is the kind of nineteenth century curmudgeon who is likely to toss a direct slur at someone just walking down the street or rile up a crowd to burn a church in another neighborhood. He was, and remains, a deeply flawed man, even for his times. Some would say his emotional links to his mortal prejudices make him an even worse vampire. They'd be right.

The Last Night Society

In 1873, Sean met a young Ventrue named Joshua Fields. Like Sean, Joshua was well-connected in the Camarilla hierarchy for a neonate. Joshua's sire was Zachary Davis, and his great-grandsire was Prince Jacob Shallus. He was still earning his way with the Ventrue, like Sean was with the Brujah, leading to a natural kind of partnership developing between them. Sean, short on vision but long on capability, admired Joshua's innate inclination to look to the future. It wasn't tough to tell the young Ventrue had a long view for his endless nights and a lot of money and clout for his age. Joshua, a natural visionary in a dark and dangerous new life, saw Sean's potent underworld position and power as an ideal platform from which to build out his own influences under the protection of an established organization. Between them, they formed a partnership rooted in both survival and profiteering that would later come to adopt Malkavian musician and instrument maker Samuel Hairston as well as Toreador socialite Margaret DeStefano, becoming the neonate Kindred hellfire club and coterie known as The Last Night Society.

Each of these characters can be found detailed in their respective clan sections of this chapter, and more information about The Last Night Society and other Philadelphia coteries can be found in the "Coteries of Philadelphia" section that follows.

Sean puts out a lot of money and food for his neighborhood. He also does a good job of earning for Dixon Mattock through his brutal boxing promotions and an even more vile spectacle his coterie hosts in which ghouls fight each other, often to the death. They put these matches on in secret for Kindred and for mortals who don't know the full extent of the situation, just the thrill of the violence. His coterie mates, Margaret DeStefano and Samuel Hairston, are less enthusiastic about this spectacle of bloodsport and death, but they do participate and profit. Sean fights with them about almost everything else, partly because he's prejudiced against both of them. They help to host the barbaric displays of brutality that fund their coterie, and Sean often treats them as though that's all they're good for. That's often as nice as he is to anyone outside his neighborhood or gang.

As we discussed earlier, there is no need to explicitly roleplay the unfortunate flaws of Sean McLaughlin or any other character whose terrible behavior you don't want to enact at the table. It's more than enough to describe Sean as above: bigoted, intrusive, ensnared in the dismal viewpoints of his breathing days. When he doesn't get along with characters of other races or genders, it's fine to just say, politely, what his problem is. Sean does not try to hide his contempt for others. He is mean and rugged, having done a good job surviving, but he is an example of the kinds of characters described in the beginning of this section whose mortal enmities (and enemies) might just as well do them in as any intrigue of the Camarilla. Accordingly, older and more mature vampires often look down on Sean or are reluctant to engage with him. This includes his sire, Dixon Mattock, who sees Sean as a liability, and his grandsire, Brujah Primogen Isaac Normand, who decided to embrace our next Brujah in part because he found McLaughlin's nativism and racial fury so strange and stale.

Elijah York

Elijah York

Elijah York was an abolitionist, community organizer, and liaison on the Philadelphia Underground Railroad in life, and he has remained such an activist after his embrace at the hands of Isaac Normand in 1831. Isaac chose to bring Elijah into the ranks of the Brujah after Dixon Mattock's childe, Sean McLaughlin, turned out to be a rabid racist and nativist. Isaac, who was over 500 years old by then, was hard pressed to relate to the xenophobia of the day but well acquainted with xenophobia in general, believing the Brujah in the New World would need to cultivate all passionate perspectives.

Elijah has remained active in the Black liberty and rights movement since his embrace, taking on substantial personal risk to help rescue refugees and escaped slaves from the South before and during the Civil War. He struggles, however, to bear the weight of his burden as a vampire. His Brujah blood has inflamed the fire in his spirit that drives him to serve his people, but his need for blood has endangered those closest to him. During the war, he lost more than one person he was trying to help when he showed them too much, and they fled. He has rarely killed a vessel, and typically only on purpose.

Churches are a sacred institution for Elijah. He is not especially devout (he fully believes he is Damned for his vampirism), but he has a long experience networking within them to create routes for those fleeing slavery to Canada. Elijah has always known the Black Protestant churches to be his first, best stop either looking for or looking to offer help to those on the run. Because of this, he takes particular exception to those Kindred who take advantage of churches or their flocks. Elijah absolutely loathes the Right Reverend Hans Winter and his brood, The Diocese.

Roleplaying tips:

Elijah is a stalwart defender of democracy and advocate for racial justice. He was already steeped in the culture of Black liberation and had often put himself in jeopardy for the sake of others before the embrace, so the flood of righteous rage that filled his Brujah heart when he was turned was not altogether alien to him. Since then, in addition to continuing to fight for mortal equality, he has taken his firebrand activist charisma to the courts of the Camarilla.

Much to Isaac's thrill, Elijah loves to challenge Jacob in court. He never attempts to indict the Camarilla as an institution or question the Prince's rule, but he constantly calls into question the commitments Jacob makes to the American experiment he claims to love, and why the court is so European. Jacob bristles at any suggestion that he is not running an egalitarian system to the extent possible and will often respond by angrily demanding to know what the Brujah would have him do differently. This has made him very effective at pushing the Brujah platform in Elysium, much to the chagrin of Sean McLaughlin who is endlessly irritated with Elijah.

GANGREL

Philadelphia's Gangrel are a small group headed by an Irish woman named Eileanór. Very little is known about Eileanór, but, before the city became so crowded, she was responsible for a small brood of Gangrel who lived on the forested farms at the outskirts. They are all still around, but others have wandered in to join the ranks as well. Eileanór holds a position on the Primogen Council which attaches the Gangrel to the larger Camarilla society in Philadelphia in name, if nothing else.

The Gangrel have recently welcomed Scottish aristocrat and great white hunter Roualeyn George Gordon Cumming to Philadelphia, and, for the last several years, he's made a name for himself taking some Philadelphia's bolder Kindred on safaris in order to build some kind of menagerie for the Grand Elysium at the Centennial International Exhibition. He and Eileanór represent very different sides of Clan Gangrel, which also claims several Lenni Lenape members from the region. Despite the differences in their backgrounds and perspectives, in 1876, the clan has come together around the territorial goal of controlling Fairmount Park and is actively working to gain a recognized domain.

Still, the Gangrel struggle to maintain a sense of unity. Wounded Sky and Raging Storm find Roualeyn distasteful, as does Eileanór, and only he finds any genuine joy in going to Jacob's little meetings. The Gangrel remain mostly a clan of outsiders, doing their best to ride the wave of the times into a position that will keep them isolated but in touch with the pulse and respected in the area.

Eileanór

Eileanór was embraced outside Fermoy, Ireland in 1570 after taking refuge in the woods from an English onslaught that claimed her family and countless other Irish lives. Her loved ones were slaughtered in retaliation for the locals' support of James FitzMaurice FitzGerald, Earl of Desmond. Eileanór escaped into the forest and wandered for a week, only to be confronted in her lowest moment by a Gangrel and offered an unforeseen path. Already preparing to cast herself into the River Blackwater, Eileanór accepted the embrace instead.

She and her sire, Cliona, spent thirteen years terrorizing British soldiers in the wilds beyond the pale in southern Ireland. Cliona came from a much older time and worshiped older gods. Over their time together, she also taught Eileanór about those gods and brought her around to believing their condition was a blessing from them to help her protect her people.

In 1583, after gorging herself on the blood of his forces for over a decade, Eileanór got a perfect chance to corner Humphrey Gilbert, the bastard who'd had her family executed. Gilbert led an ill-fated mission to Newfoundland in an effort to settle there on behalf of the English Crown.

Eileanór

Eileanór stowed away in Gilbert's convoy across the Atlantic. She had to lay low the entire trip because Gilbert's crew were all miscreant scum, and she couldn't risk an episode that might leave her adrift or exposed to the sun. Only once in the three months did she kill a sailor for sustenance and toss his body overboard.

When they arrived, Gilbert and his ragtag crew of criminals and pirates were poorly received. Even though he tried to declare ownership of the fishing villages and territories surrounding St. John's, he had no supplies to actually establish a colony and was forced to turn back for England after only a few weeks. Eileanór had been stalking the forests around the island they landed on the entire time. She was considering the idea of tormenting Gilbert's family in these woods for generations to come, and it had never occurred to her that a man who lived so large in her consciousness could be so inept and small in his ego and competence. Gilbert and his fleet left, their mission a sounding failure, and Eileanór very simply missed her boat back to Europe. A few days later, while shouting down the forces of nature in a bizarre religious tirade, Gilbert was killed in a squall when his battered old ship sank.

Eileanór never got her quarry, and she found herself deserted in the wilderness of Newfoundland in 1583. Not to be deterred, she fed upon the fishermen in the villages on the eastern Canadian coast and explored as far as the blood supply would let her. It did not take long for her to start encountering First Nations people, and then she would attach herself to their groups as they moved and learn about them. It had never occurred to her that there might be people in the world still living this way, and she was fascinated.

Eventually, Eileanór's travels led her to the Delaware River Valley, where she settled near the Lenni Lenape people by around 1588. She had been living in the forests of this area for a century by the time Philadelphia was founded, and, at this point, it's been nearly three centuries. Eileanór found a familiarity in the animist faith of the Lenape, and both her childe and grandchilde are Lenni Lenape warriors. Before the city was founded, she believed she could have lived forever off of the Lenape community here and began to embrace a brood. She started with Wounded Sky and brought him under her wing in the same way Cliona had indoctrinated her, albeit without a mortal enemy to worry about at the time. Shortly thereafter the British arrived and most of the Lenape were quickly run off, wiped out, or killed. Eileanór had Wounded Sky embrace another warrior, Raging Storm, in fear that the Lenape would vanish entirely.

Roleplaying tips:

Eileanór has been around this area since long before her European cousins. She remembers it as a thriving Lenape trade settlement and finds its burgeoning urban expanse repulsive.

The disruption of this ideal landscape and dream colors everything in Eileanór's perspective and the genocidal treatment of the Lenape has rekindled the rage that drove her to such savagery in Ireland. She despises the City of Philadelphia and most things colonial (which is still how she sees America). She only contacts the Camarilla when absolutely necessary, which of late has been often. She hopes to resolve their claim on Fairmount Park and preserve a piece of the former wilds for her and her clanmates who were here before the city. If Eileanór thought she could shred every last bloodsucker in the Delaware Valley to have it all, she probably would.

Roualeyn George Gordon Cumming

The Gangrel welcomed Scottish aristocrat and great white hunter Roualeyn George Gordon Cumming to Philadelphia in 1872. Roualeyn's experience in life as an aristocrat gave the clan a key political presence in the early days of the dispute over Fairmount Park, and his frequent appearances in court over the issue have helped his clan to push their claim close to recognition by the Prince. Still, he won't formalize their holding until after the World's Fair, so there is still work to do and an impression to keep up.

After his embrace in Scotland in 1866, Roualeyn began using his new vampiric resiliency to hunt down more and more dangerous prey. He originally came to the United States with a plan to hunt dangerous, exotic animals for the Smithsonian and now the Philadelphia Zoological Gardens. Since his arrival, and with his deepening understanding of life among the undead, Roualeyn has been more and more intrigued about the prospect of capturing one of the other strange, monstrous beasts he hears about out in the wilderness. Things his mortal eyes could not have perceived but perhaps his Gangrel senses would discover

To that end, he hosts safaris in which he takes other adventurous Kindred out into various wilds, sometimes as far away as Africa or India. This has made him very popular among the cosmopolitan and cavalier vampires of Philadelphia but put him at odds with his other clanmates, who see his poaching as a disgrace and an invitation to disaster if he ever actually finds a Garou or other shapeshifter.

Roleplaying tips:

Roualeyn is gregarious to a fault. He barges into conversations. He tries, and fails, to finish others' jokes. He makes his presence known directly when he comes into a room. He is used to being the richest and most well-to-do bastard around, and his life of aristocracy has left him with a privileged sense of entitlement grossly undue to a neonate of his standing. In many cases, this works for him. Roualeyn is the most outgoing member of Clan Gangrel that most Philadelphia Kindred have ever met. In other cases, his lack of social grace costs him potential friends and allies. Roualeyn is an exceptionally boisterous drunk with a penchant for drinking spiked blood. He has very little regard for human life considering his young age, a byproduct of his life killing animals for sport and food in India and Africa.

Despite his gaffes and overwhelming presence, his willingness to engage by itself has brought a limelight to the Gangrel that they did not have before he came and would not be able to keep if he were gone. He enjoys a privileged station in both their circle and the court gatherings of the Camarilla despite the reservations each has about him. The middle 1870s have been Roualeyn's time to shine, and he enjoys it to the fullest, like the nobleman he's always been.

Roualeyn

Wounded Sky

Wounded Sky and Raging Storm

Wounded Sky and Raging Storm are Eileanór's childe and grandchilde. They are both Lenni Lenape, and Wounded Sky is Raging Storm's sire. Eileanór embraced Wounded Sky in the middle 18th century out of a mix of empathy and survivalism. She had originally intended to begin a considerable brood with the Lenape. Her plan was in part to fend off a threat from a Nosferatu in the area who was here even before her, but the sweep of colonialism pushed her further into the wilds and her Nosferatu rival underground. As the Lenape dwindled, Eileanór encouraged Wounded Sky to embrace Raging Storm while there was still anyone left to save. Now, they are the only two known Lenni Lenape Kindred in the Philadelphia area (unless you or your players make more).

Clan Gangrel is the only Kindred benefactor of the remaining Lenni Lenape mortal population because Wounded Sky and Raging Storm insist on it, though Eileanór also has a lengthy personal history with the Lenape herself. She's brought her centuries of experience and the gifts of her dubious and terrifying condition to the Lenape warriors in her brood. Together, they've safeguarded the dwindling Lenni Lenape kine in the region and often wreaked havoc on those who abuse them. For Eileanór, the plight of her clanmates reminds her directly of her struggles against the English in her early nights, and she has taken a keen interest in helping them.

Roleplaying tips:

Wounded Sky and Raging Storm are deeply connected to the land around them through a religion that doesn't exactly condone drinking blood but insists all things in nature have their place. Neither Gangrel finds their condition fundamentally at odds with their faith, and they still see the hand of the Creator and the spirits in their lives and surroundings. Their transformations into nocturnal predators, though decades apart, have brought them to similar perspectives. They endure to preserve what's left of the descendants of the Lenape in this place.

Both men find Roualeyn's indulgence in poaching and European condescension to be grating. They would prefer another representative to Jacob's court, but, unfortunately, Roualeyn is their best option. They're decent to him because it's in their interest, but rarely do they agree on anything.

Raging Storm

GIOVANNI

The Giovanni have only one permanent member in Philadelphia, and he is pledged to the Camarilla as a member of the Primogen Council and generous financier. The other members of the council, especially those with longer histories in France and Italy, regard the Giovanni presence as a travesty and privately question Jacob's sense in including such a vulgar clan among his advisors. Nonetheless, the Giovanni have yet to cause a problem and are always ready with a coach full of cash or gold when such a thing is required. Given the chance, plenty of Philadelphia's older Kindred would run them out of town and off this continent, but they've always pulled their weight in this town.

Arturo Giovanni

Arturo settled in Philadelphia late in the 18th century, taking up residence during one of the city's more lethal bouts of yellow fever. He keeps an extremely private presence, which worries those who understand anything about the insular Giovanni family and clan, but also solidifies his early pledge to the Masquerade. The only things Arturo has ever divulged to any of them is that he is an antiquarian, artifact curator, and researcher on behalf of the Giovanni family, and that his responsibilities to them keep him occupied most of the time. He's also made no secret of his vast wealth and has helped to bankroll several of the Camarilla's early efforts.

Behind the veil of privacy, Arturo has untold dark deals with those vile Kindred among the underbelly of Philadelphia's vampire population. Those who wish to make dangerous partnerships with wraiths and specters sometimes seek him out, desperate to spy upon or otherwise disadvantage their rivals. Those who can serve Arturo's ends likewise frequently find themselves coerced into doing so by poltergeists. Only the ones he wants to know ever find out he's behind the terrible misfortunes that befall their lives as his ghostly minions undo their plans and unmake their havens. Whether he destroys his targets or just plays them into his hands is a case by case affair.

Arturo has never targeted a member of the Camarilla aristocracy or their direct allies. Instead, he finds his allies and dupes among those who need favors the Camarilla won't grant or that must be kept secret. He will not interfere in Jacob's business and especially not in that of Isaac Normand or Jean-Paul Boucher. Both fellow Primogen would kill him if they were allowed. He also keeps a limited but sturdy alliance with Hans Winter and the Diocese, who control a neighborhood adjacent to his in northwest Philadelphia. Arturo's works can be felt in the streets and cemeteries and haunting the havens of the unfortunate among the Kindred rank and file.

Arturo Giovanni

Roleplaying tips:

Arturo is extremely reclusive. He lives in a mansion on an estate adjoining Laurel Hill Cemetery, which connects directly to Fairmount Park at the northern end. If Arturo comes out in public, it's typically to vote or present the Camarilla with money as part of his duties on the Primogen Council. When he comes to court, he is invariably respectful and helpful. When Arturo comes into another character's life privately, it's because he wants something. What that is and the way in which he manifests depend on the situation. Arturo is not a neighborhood boss, but he is more than willing to intimidate and coerce his way to success in pursuit of almost any goal. If he has to, he will delve deep into his well of Necromantic resources to meet his ends.

Regardless of what he has shared with Philadelphia's other Kindred, Arturo is extremely important to the Giovanni family, and his presence in the United States is no accident. He is a deeply talented Necromancer who has been studying the plagues of the nation and their implications for his family's art for decades. Prior to that, he was involved in hunting down some of the Giovanni's most prized death relics, and, before that, he was central to the foundation of one of the major Giovanni offshoot families, the Pisanob.

Occasionally, Arturo will take on a student from Mexico, Scotland, or Italy. He has been a driving force in the Giovanni family's economic expansion and their study of the realms of death, and so he instructs the clan's brightest prospects in both. He has always been careful to request permission from the Prince, to introduce his visitors, and to make note with the Camarilla when they've left.

Xicoh Pisanob (Xicohtencatl)

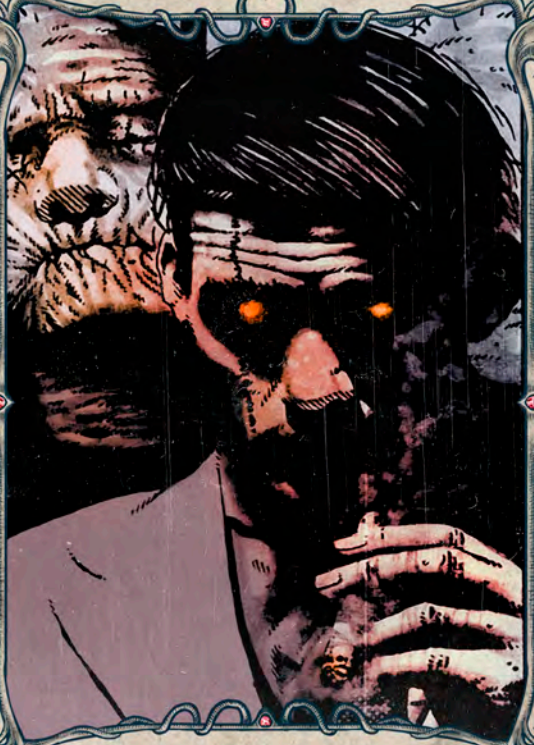
Xicoh Pisanob came to Philadelphia in 1875 to attend the upcoming World's Fair with Arturo. While Arturo has declined to fully participate in the Kindred events Jacob and the Camarilla are planning, he does have an interest in going and in demonstrating his clan's commitment to the idea and the city. As such, he brought Xicoh up from Mexico City as a dignitary from another side of the Giovanni clan.

Arturo formally introduced Xicoh to Jacob and the Camarilla when he arrived. He told them of Xicoh's importance to the Giovanni trade empire in Central America. Arturo also related proudly that his own work bringing the Pisanob family of Mexico into the Giovanni fold had been the success that won him his embrace. He referred to Xicoh as his nephew, though Xicoh was much darker than Arturo, with a thick Nahua accent and other distinctive features of pre-colonial Mexica.

Xicoh is in Philadelphia for an extended, but temporary, stay. He mostly stays with Arturo in his mansion near Laurel Hill Cemetery.

Roleplaying tips:

Xicoh is cordial and polite wherever he goes, a product of his centuries serving the Pisanob in trade interests around the south seas and Gulf of Mexico. Like Arturo, his public face is considerate and generous, but privately he is not someone to trifle with. Xicoh has been involved with Arturo since the late sixteenth century, and his expertise in commerce is absolutely equalled by his physical prowess. Xicoh is less accomplished in Necromancy, comparatively, but he has been around for much of the development and integration of Aztec death magic into the larger Giovanni tradition through the rise of the Pisanob.



Xicohtencatl "Xicoh" Pisanob

As a Necromancer, his lack of experience is relative, and he is still a force to be feared.

Xicoh's purposes in the city are limited, so it's likely his aforementioned demeanor is enough to guide him through player encounters with him early on. He speaks fluent Nahuatl, Spanish, Italian, and English and has little trouble communicating with almost anyone from Philadelphia to Mexico City. However, he is here primarily to ad vance his grasp of Necromancy under Arturo's tutelage and because the pair of them are hoping to loot otherwise well-protected Mayan relics from the displays at the Centennial International Exhibition. Xicoh will not pursue social engagements that compromise these ends.

MALKAVIAN

Philadelphia's Malkavians are divided into two camps: The Diocese and everyone else. The Primogen, the Right Reverend Hans Winter, keeps a firm lock on Malkavian political participation in the same way he keeps a firm lock on the comings and goings of his flock and his churches around Germantown. The Diocese are outlined below as individuals and later as a coterie. Other significant members of Clan Malkavian are featured here as well, but the only other somewhat organized collection of them in the city is the Quaker duo Solomon Coats and Alexander Kirk. Other Malkavians come and go, and Hans is tolerant of them if they don't cause any trouble but will dispatch them himself if they make any waves for his clan.

The Right Reverend Hans Winter

The Right Reverend Hans Winter came to Pennsylvania from Germany in 1810 and settled in Germantown Township, just north and west of Philadelphia. At that time, he simply was called Reverend and was among the early European Kindred to make his way to America specifically seeking his own center of power. His home city of Berlin was long overcrowded with ancient elders secure in their positions of authority, and Reverend Winter had grown tired of serving under their overbearing thumbs century after century.

More acutely, and more urgently, his fierce need for control had been on the rise for nearly a decade. Hans was certain that if he didn't escape from the pressures of his Camarilla overlords, he would lash out at them in an unrelenting fury that could only result in his Final Death. So in 1809, he forged a letter to the bishop of the Lutheran diocese in which he masqueraded as a priest, requesting a German speaking pastor for a new congregation in Pennsylvania. He modeled the request on the one that had brought Henry Melchior Muhlenberg to Pennsylvania over 60 years prior except for one thing: he fabricated the congregation.

Once Hans arrived in the United States, he immediately set about making his lie true. To his dismay, he discovered, with a little bit of snooping around, that nearby Philadelphia was already the principality of some low born Ventrue figurehead called Jacob who had formidable help from the same kind of European elders he had come here to escape. Nonetheless, he began to cultivate a congregation of mortal followers under his stern but charismatic and educated leadership and his ill-gotten but authentic charter documents from the Lutheran Church back in German

By the early 1820s, Reverend Winter had founded three linked Lutheran congregations: St. Gregory's Lutheran Church in Germantown Township, the Evangelical Lutheran Church of Basil of Caesarea in Fairmount, and the Lutheran Church of St. Gregory Nazianzen in Blockley Township. In 1822, he formalized the three

Rt. Rev. Hans Winter

into the Diocese of the Cappadocian Fathers, staking his ecclesiatical claim on a significant portion of the Philadelphia suburbs. Despite the name, the Diocese boasted no members of the Clan Cappadocian, and despite his title of Bishop, Winter was absolutely not a member of the Sabbat. Rather, his titles were entirely the province of the mortal institution in which he has come to thrive.

The Right Reverend has satisfied his megalomania by the expansion of his mortal influence network through the Lutheran Church. Far from a mere cover for his predatory needs and Malkavian drive for control, his establishments have taken part in the important gatherings and ecumenical Lutheran politics sweeping the denomination across the country. Still, Hans has always derived his personal sustenance from and visited his excesses on the members and administrators of his Diocese. By the late 1820s, he's emerged as a kind of twisted urban boss, commanding an unholy mix of fear, respect, and supernatural dominion over his pocket of ecumenical power.

In 1830, Winter embraced three childer. Two were priests from the two churches in Germantown and Fairmount, and the third was the Reverend Mother from the convent at the Lutheran Church in Blockley. With no formal Prince to answer to in his locales, he created this brood without any recognition or permission of any kind. He had, in fact, never introduced himself to the powers that be in Philadelphia.

Thereafter, he blood bound his entire brood and set them about making ghouls of appropriate candidates within their flocks. In short order, he was pulling the strings in the streets and political circles of his suburban districts through a devoted network of blood junkies and his obedient, if insane, flock of childer.

Roleplaying tips:

The Right Reverend presents himself as a jovial, relatable, and lenient pastor when he meets with any mortal members of his flock publicly. Behind closed doors, he'll behave as he feels is appropriate and can become quite monstrous, but, in public, he is very charitable and personable.

With his childer, he is far more strict, and he imposes harsh dominion over his mortal herd through them. They are much less pleasant to the Kine and more insistent about religious strictures and the necessity of a pious path. This dimension of Winter's behavior serves two personal functions: the maintenance of his personal power base and the ebb and flow of his megalomania.

Hans Winter uses his influence in the manner of a neighborhood boss in the locales his churches occupy and reach. He sways action in the streets and at the ballot box in a complex control game he plays with himself and other neighborhood players among both the Kindred and Kine of Philadelphia. Despite the appearance of hypocrisy in his muddled roles as religious leader, political organizer, and crime boss, Hans Winter is a pious man in his own right. He subscribes to the Christian universalist school of thought in which all will eventually be returned to a righteous place in God's kingdom after enduring the appropriate punishments and penitence for their transgressions.

Winter believes his time as a vampire to be a part of his penitent service under God's plan from which he will ultimately be redeemed and elevated to the bosom of the Lord. His pursuit of that redemption is wound up in the tendrils of his mental need for manipulation and control, however, and he often justifies the hideous machinations and violence he imposes on his flock as the necessities of elevating them in the world. To be clear, he does not elevate them in the world, and he is absolutely not on any path to God or Golconda. The damage the Right Reverend is willing to inflict on his manipulated allies, nevermind his perceived enemies, is in no way tempered by his ongoing belief that God animates his actions and that he will ultimately be forgiven and exalted. He just doesn't see himself as a hypocrite.

The Reverend Mother Gertrud Huber

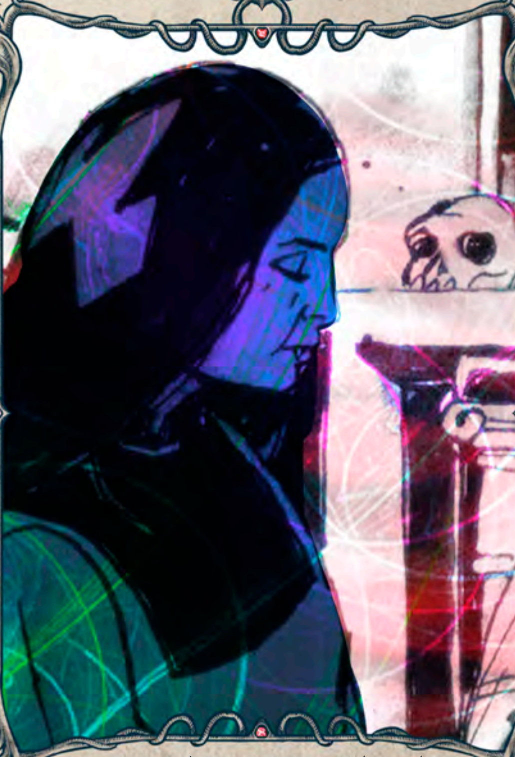
Reverend Mother Getrud is Mother Superior at the convent of the Lutheran Church of St. Gregory Nazianzen in Mantua, a part of Blockley Township. From her haven in the convent west of Philadelphia proper, she has had ready access to the Blockley Almshouse, the Philadelphia Hospital for the Insane, and the Eastern State Penitentiary since well before the Consolidation Act of 1854. The Reverend Mother and the ghouled sisters of her unholy convent purport to serve the spiritual and medical needs of the poor, committed, and incarcerated. In reality, they plumb the wretched for information and manipulate them into serving the nefarious ends of the Diocese in the streets and forgotten places of the city.

The Diocese rotates the regnant and thrall relationships with the nuns in Getrud Huber's convent between vitae suppliers in order to keep them compliant with all members but completely bound and subservient to none. When an exception needs to be made, either the Right Reverend Hans Winter or the Reverend Mother Getrud Huber completes the blood bond.

Roleplaying tips:

The Reverend Mother was a strict authoritarian in life, and she remains a strict authoritarian in unlife. She was raised to believe piety was the most important way to be close to God, along with regular prayer. She and Hans Winter differ on this point, but Gertrud and the other Kindred of the Diocese are all blood bound to Winter. In his universalist perspective, it doesn't matter very much how his brood runs their flock so long as they're in control.

The challenge for Gertrud Huber is that she is not in control of her emotional perceptions or responses. During her life, the Reverend Mother had a distinctive knack for understanding people that let her employ not only a stern behavioral regimen among the sisters but also a relatable and productive brand of leadership. She understood them and was there for them, even if stepping out of line yielded harsh punishments. Since her mentally anguished transformation into a Malkavian blood drinker, she has lost her ability to relate to her subordinates or to empathize with their lives. Where she was once stern but stable and reliable, Gertrud now sees envy and potential challenge to her station in all the nuns under her watch. Suffering under a supernatural kind of borderline personality disorder, she is prone to fits of rage, and, in the worst of cases, more than one of the sisters have gone missing. The others fear to question their fates. This simmering kettle of vampirism and madness is made all the more volatile by the fact that her sisters are all blood addicted ghouls, and most of them do crave the embrace on some level or another.



Rev. Mother Gertrud Huber

The Reverend Mother is intelligent, wise, and harshly charismatic. When she is in control, she is both pious and conniving and is capable of organizing her nuns and the flock of the Diocese to

Rev. Dr. Lucas Claesson

to great effect in nearly any task. She is a very competent and useful proxy through whom the Right Reverend acts with confidence. When she loses control, she loses sight of the motives of those around her to her foul and diabolical delusions, and even those offering her good will are not safe. More than once, her sire and the other members of the Diocese have had to contain her and bring her back to reality. Still, Hans Winter considers her an invaluable asset to his brood and station in Philadelphia.

Reverend Doctor Lucas Claesson, Dr. mph.

The Rev. Dr. Lucas Claesson is a theologian of Christian metaphysics and interfaith scholar who oversees the ecumenical relationship between the churches of the Diocese and the various other Protestant (and even Catholic) churches throughout the city. He works out of St. Gregory's Lutheran Church in Germantown, but keeps his cohort of ghoul minions primarily among religious scholars both inside the Diocese and hidden among the ranks of other denominations around the city. These thralls act as spies and saboteurs for the ecumenical competitors to Hans Winter's control scheme and also serve the Reverend Doctor Claesson's feeding and other needs.

Claesson's faith is not genuine. He is a religious scholar but in his studies has lost any delusions of literal belief in God or the supernatural. He is blood bound to the Right Reverend and is not otherwise inclined to act against his sire anyway. However, he is disenchanted with religious life and would likely abandon it if he could.

In the years since the Diocese made itself known to Jacob Shallus and the Philadelphia Camarilla, Rev. Dr. Claesson has struck up a friendship with fellow theologian and Malkavian Dr. Alexander Kirk. Dr. Kirk, a Quaker physician whose medical expertise is grounded in science and whose drive to advance his understanding is grounded in an admirable humanity, has offered Rev. Dr. Claesson a new perspective on research, science, and medicine. While he understands his sire's compulsion to maintain a base of power in the city, Claesson would prefer to spend more time studying with Dr. Kirk and less time shuffling aspiring priests he's corrupted around the various seminaries and listening to the dull rumors they hear. Still, such tedious efforts allow the Diocese to retain a flawlessly legitimate appearance, making it among the most effective Kindred false fronts in the city.

Roleplaying tips:

The Rev. Dr. Lucas Claesson is concerned first and foremost with scholarly pursuits. He believes there may be some higher power but has come to believe his vampirism is a condition that can be cured through medicine. He has lost most of his interest in literal spiritualism but not his faith that life is worth living or that he should strive to cure himself.

He does the Rt. Rev. Hans Winter's bidding for two reasons. First, because he's blood bound and can't avoid it but, secondly, because it benefits him. Even without the bond, Claesson believes he would still participate willingly in the Diocese. It offers him a rich network of fellow scholars, access to nearly any facility in the city as a member of the clergy, and a truly secure camouflage for his nocturnal predations.

Claesson is quiet and bookish outside of his need for blood. Besides the necessary commitments he fulfills to the Diocese, many of which are mundane by Kindred standards, Claesson does his best to correspond and study with

Dr. Kirk. He's been thinking of making inroads at the University of Pennsylvania medical school. He would like to pursue that more ardently, but his skill as a manager in the Rt. Rev. Winter's ecumenical political scheme keeps his attention and efforts divided.

Claesson suffers from schizophrenic delusions. It's rare that they become so intense that others notice outright, but they are frequently intense enough to cost him socially. He has fabricated whole conversations in his head with Hans Winter about relieving him of some duties to pursue academia but found his sire genuinely confused when he attempted to "revive" the issue. He's also engaged in extensive correspondences with colleagues only to discover he'd been writing to himself. His insights are genuine, and, when he's stable and his hallucinations are in hand, he makes for a worthy philosophical debater or potentially even a medical student. Often though, his mental illness prevents him from advancing what he starts in a meaningful way.

Pastor Friedrich "The Confessor" Richter

Pastor Richter tends his flock at the Evangelical Lutheran Church in Fairmount. He is the most forthright and forceful of the Right Reverend's childer, often engaging directly in blackmail and extortion of those vulnerable in his neighborhood. In church, Pastor Richter is known as a domineering firebrand who brings far more righteous rage to his sermons than other Lutheran ministers. In the street, the unfortunate know him as Friedrich the Confessor, and everyone in Fairmount has known for years that the local gangs and businesses pay him to operate, otherwise they go away and someone pliable takes their place. Of course, they don't understand why he has that kind of staying power.

Brazen though it may seem, this kind of dualistic role confusion is a common feature of the social fabric in this time and the Confessor's ability to play both sides was an important part of the his sire's choice to embrace him. Pastor Richter takes confession in the church, and Friedrich the Confessor takes to the streets with the information. He exploits the Fairmount community (a neighborhood of Philadelphia since 1854 and a thriving contiguous suburb before that) for personal gain, feeding needs, and, of course, to levy the influence of his sire.

Friedrich "The Confessor" Richter

Roleplaying tips:

Pastor Richter is an authority figure in his midnight sermons at the church. He commands the fear of a judgemental God but is also respected as a pillar of morality. Friedrich the Confessor is universally feared in the streets of Fairmount and more recently in other parts of the city. Richter employs both personas separately, but his Malkavian derangement is not a fractured personality. Instead, he uses his command of the many secrets of Fairmount's Kine to inform a double life as a brutal crime lord.

He does this through clever uses of Auspex, Obfuscate, and Dominate, along with a flair for playing to the dark and dismal surroundings of his nocturnal existence in Philadelphia. Friedrich the Confessor does not look like Pastor Richter, nor does he appear exactly the same to each mortal he allows to see him, and neither the Pastor nor Friedrich are ever seen in full or steady lighting. Despite a long term commitment to this dual existence, no one in his mortal sphere of influence has ever suspected the two might be the same, though rumors persist that the Confessor has connections to the Lutheran Church in Philadelphia.

Dr. Alexander Kirk

Richter is a violently sadistic psychopath who needs to hurt people regularly in some kind of controlled circumstance, or he will lash out at random. Both sides of his life serve his ends as well as those of the Diocese. Pastor Richter commands the attention, secrets, and, if need be, the political will of his congregation. He supports the Right Reverend's small ecclesiatical empire in a very direct way here, providing significant manpower and muscle to the machine. Friedrich the Confessor employs the wisdom of Pastor Richter to govern the gangs in the poor neighborhoods of his district, and offers Richter the opportunity to unleash his monstrosity on the right victims. This dichotomy allows him to keep his murderous needs focused and contained.

Dr. Alexander Kirk

Dr. Alexander Kirk is a pensive physician, surgeon, and also a Quaker who maintains a close relationship to his mortal values. Dr. Kirk works in tandem with Dr. Solomon Coats to study chemical and surgical approaches to mental illness through the use of Disciplines and Kindred vitae. While they are both professionally studied and trained, only the supernatural augmentation of their therapies offers them any edge over the mundane medical progress of the times. Their treatments often end in catastrophic failure. Dr. Kirk struggles with this dimension of their work, in part because he maintains a dedication to his Hippocratic Oath and in part because his experiments tend to be both more merciful and more successful than Dr. Coats'.

Both of the good doctors were embraced in the violent rage of a wandering Malkavian they have never managed to identify. After introducing themselves to the Prince in 1835, uncertain of virtually anything in the Kindred world, they had their lineages traced by the Tremere from the city's Chantry. The Tremere were able to identify their clan, but not their sire. Ever since, they've both been plagued with nightmare visions of others their sire torments and embraces. They are not sure if these visions are real. In addition to their research pursuits and medical experiments, both of them spend time, together and individually, trying to find the one that made them. Both are terrified of what might happen if they do.

Dr. Kirk has attracted the attention of the Rev. Dr. Lucas Claesson, one of Malkavian Primogen Hans Winter's get. Mr. Claesson is enamored with Dr. Kirk's combined approach to medical therapies, and writes to him often enough, though his correspondence is sometimes disjointed and references conversations Dr. Kirk cannot remember. Mr. Claesson believes quite openly that his vampirism, or the undesirable elements of it, can be cured. While Dr. Kirk has told him frankly about his doubts on that possibility, he nonetheless finds the idea fascinating and works with Mr. Claesson when he can to investigate the matter.

Roleplaying tips:

Dr. Alexander Kirk is cautious but confident in his research and surgical abilities. He is somewhat timid around Dr. Coats because they have different outlooks on their conditions and different degrees of attachment to their respective humanities. Still, Solomon is a brilliant physician and a fearless companion with whom to share the darkness and frequent shock of brutally imposed unlife. Accordingly, the two have uneasy moments but mostly try to support each other.

Dr. Kirk will take almost any opportunity to investigate a medical mystery or ailment. He is endlessly curious about the human and vampire condition, and the only thing that ever sets him off the course of learning more is his debilitating anxiety. When his mental state falters, he becomes racked with guilt about the harm and pain he's caused his patients, particularly about those who didn't survive. In those times, it's difficult to lean on his friendship with Dr. Coats because Coats' psychological depravity takes him in a nearly opposite emotional direction.

He spends his better nights working in the medical lab with Dr. Coats and, more recently, corresponding with the Rev. Dr. Lucas Claesson. He likes Lucas, but suspects his efforts to come and visit their lab in person may have more to do with spying on behalf of his master than mastering the art of medicine.

Dr. Solomon Coats

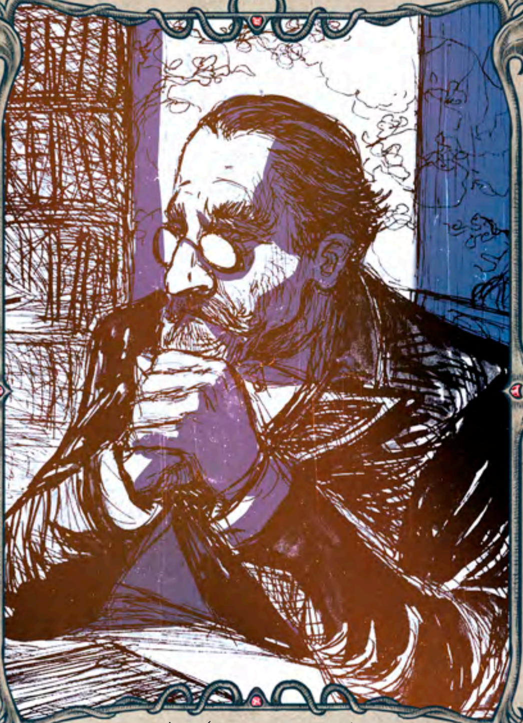
Dr. Coats started out with the Quaker mental health outreach programs of the middle 18th century. He tried to retrieve those poor souls stricken with mental ailments who had no family or resources, frequently finding themselves confined to almshouses or paraded around on display for public amusement in sideshows. While he was once a pious and dedicated humanitarian, his time as a vampire and unending exposure to the more vile extremes of the human condition have distanced him considerably from his once stalwart Quaker values.

Unlike his friend and partner Dr. Kirk, Dr. Coats has begun to drift further from his humanity and his own emotional spectrum. He finds it difficult to relate to the plights of his patients, which often renders them little more than victims. He does not understand Dr. Kirk's emphasis on the moral implications of their failures. His interest in the human condition has become more and more limited to a mechanical point of view.

Dr. Coats has taken an interest in his lineage as a Kindred and has struck up a friendship with the Rt. Rev. Hans Winter, the Malkavian Primogen. Winter does not treat him like one of his own, but admires Dr. Coats' commitment to learning more about himself and is willing to help him understand the history. More to the point, Winter would also like to find the wandering Maniac who sired Drs. Coats and Kirk and bring him to justice. So long as such a marauder is roaming the city or even the wilds, it will always be a threat to Philadelphia and the Masquerade.

Roleplaying tips:

Dr. Solomon Coats was once a warm and accepting physician in a small Quaker colony outside Philadelphia. He was a man who was willing to endure difficult challenges to help the vulnerable and ailing. In the many decades since his embrace, his Malkavian psychopathy has driven him ever further from the core of what used to make him human. Dr. Coats has little reservation about experimenting with nearly any new pharmaceutical cocktail or surgical concept, even when the patient's condition may not require such heavy therapies.


Dr. Solomon Coats

Dr. Coats' demeanor is eerily pleasant in spite of his cold outlook. He believes people enjoy a sunny disposition, so he attempts to give them one, but it's been a very long time since he genuinely felt any emotions, his efforts often falling disturbingly flat. Sometimes he'll simply fail to empathize with those around him, continuing to smile and chatter as someone describes a devastating loss. Other times, his callousness takes on a more sinister character as Dr. Coats smiles his plastic grin at patients and talks them through the last stages of their own deaths, taking notes as they fade.

In public or in casual conversation, Dr. Coats is less sinister and comes across as overly happy or forcefully outgoing. Nonetheless, there is clearly something wrong with his personality and it doesn't take long for him to unnerve even a casual observer.

Samuel Hairston

Samuel Hairston

Samuel was born a slave and grew up on a plantation in Maryland. When he was 16, he ran away from the farm after his mother and father were sold and taken away. With no one left to lean on, and the impetuous heart of a 16 year old, he decided to run north for Pennsylvania, where he'd heard there was no more slavery. That was in 1859, and, before anyone even realized he was gone, Samuel had made it across the Pennsylvania border.

In 1861, he decided he had to try and help those he had left behind. He had no way of knowing where his family ended up, but even though he had no lingering associations back on the plantation in Maryland, he still felt he had to use what freedom he'd gained to help others do the same. Samuel enlisted in the Union Army in 1861 to fight the Confederate separatists and, he hoped, to break more shackles. He got his chance, fighting in a number of battles pressing south through Maryland and Virginia and into North Carolina. Along the way, he made friends and fans among his fellow soldiers by playing the fiddle and picking up the mandolin when another player produced one. Samuel would sit in with anyone he camped with who had a rhythm and an instrument. After a while, he even started building his own along the way to occupy his free time.

One night, while working on a fiddle he was trying to finish, Samuel was approached by another soldier. The man came and sat by him near the fire, and asked if he'd play a sad song. Samuel agreed, picking up another already finished violin and bowing out a dark melody. The man listened and then quietly began to sing along with Samuel's tune. Suddenly, the emotion driving his playing started to swell and deepen. Samuel veered off of the original song and into a well of improvisation he had not previously known in himself, as the other soldier stared at him, singing words Samuel could only barely follow.

Something awoke in him that night, and something broke, as well. The wandering Malkavian had found and embraced another nightly obsession. Before Samuel knew it, the sun was coming up and his skin was burning like crazy. He had to find shade, and, in the end, his only respite was to wrap himself in a canvas and hope no one found him while the sun was out, which they fortunately did not. Over the next several nights, he discovered that it was harder and harder to focus on his craftsmanship, especially when he hadn't...well, drank anything, and, on top of that, he had started producing design ideas even he didn't understand.

By a mix of intuition and luck, he managed to finish his tour of duty in the Army and head back to Philadelphia, where he'd settled when he ran from the plantation. By then, he had wrangled his budding obsession with patterns and mathematical constructs into a direction which, at least sometimes, produced masterwork instruments and lovely melodies. He also learned to use Auspex to hone in on the finer points he wanted to articulate in his instruments and pieces and to differentiate between a keen idea and a flight of fancy when his psychosis cycle was tame enough.

Samuel watched the newspapers, and, after a while, he identified a pattern of crimes he could trace to the failed Philadelphia politician Joshua Fields. It made sense the police hadn't figured it out; they were never going to guess the killer was a vampire, but, when people in Fields's orbit started disappearing and one turned up drained, Samuel saw the truth. He approached Joshua, and Joshua agreed to help him get in with the local authorities and change his M.O. if Samuel kept his secret and agreed to return some favors of his own.

Roleplaying tips:

Samuel Hairston was introduced to Prince Jacob in 1872 and has been running with Joshua Fields's Last Night Society since. He is constantly seeking to hone his instrumental and musical craftsmanship, aiming to open a music hall with his Toreador coterie mate, the art dealer Margaret DeStefano. In the meantime, he wants to find ways to get in and play music at the saloons where they don't let Black players in and has been watching his fellow musician, the mortal pianist Robert LaFayette, slip into these clubs passing as white with some mix of envy, pride, and resentment. Samuel could easily use Obfuscate to pass himself off as someone else and play anywhere, but he is person ally disgusted by the idea and has yet to try it. He is more inclined to Dominate reluctant or bigoted tavern owners into letting him do what he wants.

Samuel has a small but respectable apartment in the shopping and entertainment district on the east end of Market Street. The apartment has a front and rear entrance and is nestled on the second floor of a tavern that has little daytime business. Sometimes, Samuel plays music gratis for the tavern owner, and they've become friends enough that the owner was willing to rent to him at a discount despite the fact that Samuel is Black. This hasn't gone over well with one of the neighboring business owners, who shouts racial slurs at Samuel when he sees him, and constantly badgers the tavern owner about his willingness to host Black musicians in his business, even renting a home to one of them. Samuel, who fought for this country and is generally well-received in the neighborhood for his musical and instrument building talents, mostly ignores the ignorant neighbor, but, recently, the neighbor's started making threats against both him and his landlord/ friend.

Still, Samuel lives above the tavern, and he plays music there about once a month. He and his landlord have recently begun discussing the prospect of buying out the problem neighbor and setting Samuel up with an instrument shop in his place. They're sure it won't be easy, but Samuel sees this as a potentially significant step toward funding and achieving his ambitions with Margaret DeStefano.

The city's Malkavians know of Samuel, as he's met several of them, but he does not maintain a close association or attempt to hide among the indigent or mentally ill, for now. While Samuel's psychotic breaks are debilitating, they run a similar course to Lucas Claesson's and have, thus far, only been an impediment to Samuel himself. Samuel has yet to turn violent or inconvenience anyone but himself, so he has never sought out the shelter of the larger clan at this point.

The Vagrant

The Vagrant

Chaos always lingers in the night air in Philadelphia. It chatters in the clubs and theaters, stumbles out of the taverns well into the wee hours, and sometimes runs red in the gutters or finds itself face down in one of the rivers. Formless violence lurks down any of a thousand dark alleys after sunset. It's a playground for any bloodsucker, but one Malkavian in particular thrives in the uncertainty, slaking his deadly thirst on the unwary and the unruly alike.

The Vagrant has no known name and a hundred different descriptions. He is only known to be Malkavian by the identification rites performed on the Malkavian Quakers Alexander Kirk and Solomon Coats by the Tremere. Their Thaumaturgy was able to verify that the Vagrant exists and gauge his Generation, but it was unable to produce a clear mental image or identity to attach to him. Both Tremere involved in the act of identifying him suffered visions of his acts for a week afterward, and Drs. Coats and Kirk have been so afflicted ever since.

Hidden from sight by a manic indulgence in physical disguise and Obfuscate, the Vagrant is an urban legend that Philadelphia's Kindred know to be all too real. Drs. Coats and Kirk search for him in desperate hopes of coming to terms with their violent beginnings. The Right Reverend Hans Winter fears him as an unpredictable and intolerable compromise to his otherwise taut control of his clan, and wishes the Vagrant destroyed. Prince Jacob and his court believe him to be a dangerous Autarkis threat to the Masquerade, but fear the consequences of calling a Blood Hunt on a manic killer they can't even find or identify

The Vagrant doesn't see it that way, however. By becoming a terror in the night that mortals and Kindred alike fear, he believes he reinforces the Masquerade regularly. In his mind, he's introduced himself to Jacob across a dozen different crime scenes, none of which were blamed on vampires. Scrawlings of his many tormented visages can be found graffitied across the brick and mortar of Philadelphia's slum row homes and asylums, sometimes accompanied by crude renditions of his acts. As far as the Vagrant is concerned, he is not only a member of the Camarilla but is the Malkavian Primogen. He has never emerged in any way to press or articulate this claim, so only he knows that it exists.

Roleplaying tips:

The Vagrant is an enigma. He is a vicious, fully manic killer who undergoes violent and dramatic changes in his persona without warning. His general behavioral direction is guided by his hunger and his focal interests of the moment, which may last seconds or years. In his time, he has been a serial killer, a beast in the woods, a predatory street beggar, a burglar, a gigolo, and a crazed prophet of the apocalypse on the corner. He is the errant sire of Alexander Kirk, Solomon Coats, and Samuel Hairston, but has no contact with them or any other random vampires he's created in his romps.

The Vagrant prefers not to deal with other Kindred if possible. He has never let any of Philadelphia's vampires see his true face or form and will keep it that way if he can. He does sometimes take an interest in or offense to something another vampire is doing and will watch - or kill - them accordingly. For the most part, he keeps his predations and brutality to mortals, continuing to build his urban myth over the decades and feasting on the downtrodden human fruits of nineteenth century America's cut-throat, throwaway capitalist culture.

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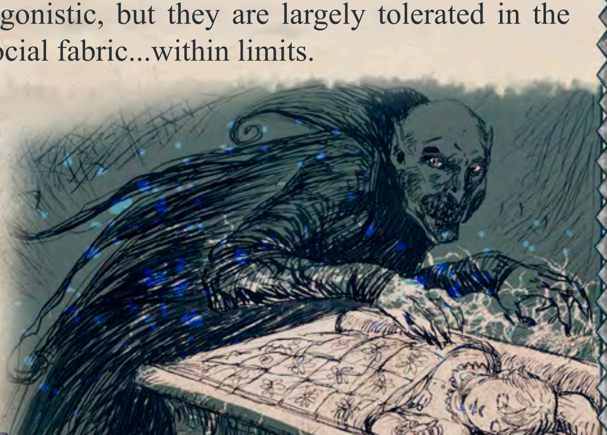
NOSFERATU

Two disturbing rumors persist about Philadelphia's Nosferatu. First, no one, including their Primogen, Desiree, genuinely knows how many there are, who they are, where they might be, or what they're doing. The second is that Desiree is not really the head of the clan, but serves some clandestine Nosferatu master who operates invisibly from deep within the unknowable subterranean shadows. Further rumors abound about how many Nosferatu there may be, and speculation on their true leadership ranges from an ancient and inscrutable council of wretched Sewer Rats plotting against the Camarilla beneath the streets to the bold assertion that Desiree has made up the rumors herself to inflate her own image.

From there, many other rumors swirl. What do Jacob and the Primogen know? Are they even really in control? What if the Prince is secretly a Nosferatu impostor?

Whatever the truth about them is, the constant rumor mill surrounding who and what they might be works just fine for the Nosferatu. Individually, they are every bit the top tier spies, informants, and rumor mongers they are in other cities. As a whole, it's almost impossible to say what the Nosferatu really represent. Two things are for sure: there are more than you see, and they are dug in beneath the streets of Philadelphia.

Players are free to create Nosferatu characters in ***Philadelphia by Night***, but their interactions with the Camarilla are more tedious than they would be for members of other clans. This is a double edged sword. Nosferatu are much more discreet than many other Kindred to begin with; while some do present themselves to Jacob and the Camarilla, many choose to live under the radar. These, when forced to emerge, typically trade boons for boons to keep a low profile among their associates. Dubious though it seems, this kind of informal quid pro quo arrangement happens at every tier of Philadelphia's Camarilla, and even Jacob has made deals with useful Nosferatu who refused to engage any further with his formal authority structure than their business required. No matter who you are, when the Nosferatu come to you for something, they make it hard to say no, and, when you need them for something, it's best to attach as few strings as possible. Philadelphia's Nosferatu tend to be aloof, and some become outright antagonistic, but they are largely tolerated in the social fabric...within limits.



Desiree

Desiree

Desiree, the Nosferatu Primogen of Philadelphia, has the dubious honor of overseeing and representing the City of Brotherly Love's most elusive, opaque, and problematic clan. She sits on the Primogen Council but does not pretend to Jacob or the rest of the Camarilla that her clan is following the rules. The simple truth of the matter is that no one can really do much about it.

Desiree also does little to quell the rumors surrounding her or her clan. Whatever their factual basis, she benefits from the unknowability of constant suspected scandal. Regardless of who or what really controls the Nosferatu, Desiree is the face they show to the Camarilla. When necessary, she's been more than able to make shows of force or dredge up whatever dirt she needs to hold her position and push her agenda, so the realities of her control over her clan are moot to other Kindred for all practical purposes. Every vampire in Philadelphia who knows what's good for them knows to keep a healthy fear of the Nosferatu and to stay out of Desiree's way in particular.

Roleplaying tips:

Desiree was headmistress at a local school before her embrace and has kept her matriarchal demeanor well into her unlife. She presents herself to the Camarilla as caregiver to a troubled but useful brood, and her size and commanding presence lend that impression some weight. In reality, Desiree knows she's in over her head and wishes she could flee the city with her son and childe, Blind Albert. She fears that she or Albert would be killed in retaliation, so she continues to play her role in the unholy and unfettered Nosferatu machine.

Blind Albert

Blind Albert is Desiree's childe and also her biological son. When she was embraced, her only options were to kill the boy or leave him to the streets. Unwilling to abandon him and unable to see his death through, Desiree instead turned him into a Nosferatu and then watched in horror as his young body was deformed even more horribly than hers. Blind Albert is among the most shockingly hideous Nosferatu in Philadelphia, but his mother still sees her beautiful son and is fiercely protective of him. His moniker comes from the loose folds of skin that have grown to replace his eyelids and now cover over Albert's eyes entirely. He cannot see and perceives space

Blind Albert

through a kind of sonar he's developed since his terrible transformation. He is incredibly skilled at hiding, sneaking, and, if need be, fighting. Desiree keeps him under her wing when she can, but Blind Albert frequently runs off into the catacombs or up to the streets to indulge his childish temptations. Despite his immaturity and recklessness, he is an effective spy and messenger and, if need be, could even kill many Kindred much larger than himself.

Roleplaying tips:

Blind Albert has the emotional acumen of a child but the intellectual and predatory capabilities of a seasoned killer, which he is. He was embraced at nine years old and never matured psychologically much past adolescence. He loves to play with toys, animals, and other children when possible, although Desiree does her best to protect mortal kids from Albert's inevitably fatal frolics. He's never been able to internalize that mortal children can't endure the same abuses he can, and several street urchins have perished during his "games."

Blind Albert is deeply dependent on his mother for support. While he might survive on his own in the catacombs or on the street, his life would be much less comfortable, and he would be emotionally lost. He has never known a time when Desiree has not been his protector, even when she killed him. He will do almost anything she says, though he may put up a fuss about it. Desiree weaned him from his blood bond over a century ago, but he is still so psychologically committed that it makes no practical difference

Despite this dependency, Blind Albert maintains a frightening degree of personal agency, and his "temper tantrums" are a potentially lethal hazard for mortals and vampires alike. When Blind Albert is angered, he will sometimes lose sight of all other purposes besides damaging whatever or whoever has enraged him. This condition is not necessarily a frenzy, but exists at the brink of a frenzy on which Blind Albert will teeter until he has either destroyed the object of his fury or Desiree is able to calm him down. Further provocation by anyone else may tip him into full blown frenzy, so there are no other ways to deter him, unless he is forcibly stopped with physical restraint or disciplines.

Roaches

Roaches

The most persistent rumor about the shadowy Nosferatu is that they're led by a loathsome Autarkis elder called Roaches, who lives in a rank, subterranean lagoon of blood littered with corpses and crawling with insects. Desiree never mentions that name herself, and none of the city's Kindred outside the Nosferatu claim to have ever seen such a monstrosity, but, over time, the rumors have swirled into another urban legend among Philadelphia's undead.

As with the many other uncertainties surrounding the Nosferatu, the whispers of Roaches are accepted or dismissed to varying degrees by the city's vampires. Some believe it's a tactic Desiree uses to scare up clout on the Primogen Council which younger Nosferatu have adopted to likewise scare up influence among the neonate rank and file. Others believe the fear they've seen in their Nosferatu associates' eyes is very genuine when they talk about their purported "real master."

Whatever the truth about Roaches, anyone who wants to investigate the Nosferatu would likely need to delve into the unmapped underground of Philadelphia. The sewer and drain-age systems that serve the city have been built in recent decades, but Philadelphia's Kindred know there is much more going on beneath the streets than what appears on recent city planning maps. As the sewer system expands, worker disappearances and reports of mysterious violent attacks around the inlets and outlets grow with it. It's an open secret that the Nosferatu population is unknown, so even those elders with the constitution to face down such a monstrosity would consider it unwise to go looking for the reality behind the myth.

Roleplaying tips:

Roaches is best characterized in play through the threats and actions of its suspected Nosferatu minions who are only ever partially answerable to the Camarilla, at best. Many of them are unknown and prone to vanish without a trace when pressed. No one who knows for sure if such a creature truly lurks beneath the streets has ever confirmed it. They either whisper of it in fear or boast about it in an effort to intimidate, but no one makes an effort to arrange a meeting with it. Still, the rumor mill surrounding the Nosferatu has been churning long enough that, any time anything happens to benefit them, at least some portion of Philadelphia's Kindred suspect it's been designed and directed by the putrid horror to which the Nosferatu answer beneath the city.

TOREADOR

Philadelphia’s vibrant entertainment nightlife gives the city’s Toreador quite a lot of leash as far as their feeding domains and access to mortal influence. The disproportionate political influence wielded by their Primogen in the Camarilla extends it even further, but Philadelphia’s Toreador must keep both their clan and the Camarilla happy to keep their privileges. Their Primogen is a French swordsman named Jean-Paul Boucher. Jean-Paul is the oldest and lowest generation among the Philadelphia Toreador, and he came here a refugee from the Kindred fallout surrounding the French Revolution. Before his narrow escape from France, Jean-Paul was Sheriff of Paris, a life of action to which he would return if possible. Now, he seeks to vacate his Primogen seat to become Sheriff of Philadelphia. He has the credentials and is looking to his childer for a potential replacement.

Jean-Paul’s childer, Stewart and Fiona Cartwright, are both deeply involved in the mortal nightlife and entertainment sectors as well as in Philadelphia’s arts community. Their sire was always a fierce competitor, and he expects the same of them. He has made it abundantly clear that whichever is to succeed him must earn the position before he’ll vacate it.

For the rest of the Toreador in Philadelphia, the influence and access trickles down by favors, bribes, and coercion. The Toreador are one of the most internally conflicted and turbulent of the Philadelphia clans, partially due to the culture of toxic competition Jean-Paul seeds among them from the top. They are constantly making deals and alliances with one another for clubs, theaters, and crowds of patrons and vessels, then breaking those deals in horrific betrayals that even other vampires find repugnant. As the feud for Primogen has escalated between the Cartwright twins, so too have the chances one Toreador will outright murder the mortal associates of another. Try as they might to avoid this cyclone of backstabbing and bloodshed, those Toreador who want to advance in their clan are often forced to curry favor with one Cartwright or the other.

Jean-Paul Boucher

Jean-Paul Boucher

Jean-Paul Boucher is the Toreador Primogen of Philadelphia. He came here at the beginning of the French Revolution, a refugee from a bloody vendetta with the Ventrue Primogen of Paris, Clement Dansereau. Once the most celebrated Kindred swordsman in Europe and the Sheriff of Paris himself, Jean-Paul's base of power was destroyed when his childer were assassinated by Dansereau's minions in the chaos after the storming of the Bastille. Jean-Paul had killed Dansereau's childe, Pierre Constantin, in a duel Constantin had initiated himself and, in which, he had tried to cheat. Once the revolution erupted in France, Clement Dansereau moved to wipe out Jean-Paul and his brood in retaliation. Jean-Paul only escaped to the United States because the Kindred sent to finish him was his close friend, the Brujah Isaac Normand, who warned him off instead.

Jean-Paul hid among the mortals of Philadelphia for over ten years. He identified Jacob easily and kept a watch on the young Prince, if Jacob could even be called that, but never made himself known. Finally, in 1800, Isaac Normand finished his business with the French Revolution and returned to the United States. Jean-Paul reunited with his friend and, after a time and a complicated discussion, they decided they would stay in Philadelphia. They introduced themselves to the neonate Prince in 1805.

Since that time, Jean-Paul Boucher and Isaac Normand have been the backbone of Prince Jacob Shalus' Camarilla court and power structure in the city. They are undoubtedly the reason Jacob does not suffer challengers to the throne. Plenty of Kindred in Philadelphia could pose a threat to him alone, but hardly any would openly challenge Jean-Paul, let alone Isaac, who is hundreds of years older still.

Jean-Paul has taken quite nicely to the cosmopolitan American nightlife of Philadelphia. His extensive knowledge of history and culture, along with his centuries of time as a fighter and performer, make it easy for him to gain friends and influence people. Now that he's reestablished himself, he sees the Kindred underbelly of Philadelphia becoming more complex and dangerous. It's just in time for Jean-Paul, who craves a return to the action of his old life.

Roleplaying tips:

Jean-Paul is supremely confident, sometimes to the point of condescension. He was a natural competitor in life and remains so now. One of the great advantages he's found in his unnatural longevity is that his physical stature and swordplay continue to improve with his decades and centuries.

Jean-Paul is looking to be more than Sheriff. He wants his clan to exceed the bounds of what's expected of them and be a force on which the Camarilla can count when things get tough. Jean-Paul is planning to rear up those who show potential as fighters and soldiers to make Clan Toreador as robust as possible. He will move on any opportunity he sees to recruit and train another Toreador.

In public, Jean-Paul keeps a cavalier and mercurial demeanor, never making small talk for long and often joking as he passes. He comes across friendly enough but generally does not want to be bothered by those outside his entourage unless they have serious business to discuss.

Fiona Cartwright

Stewart Cartwright

Stewart and Fiona Cartwright

"We're a package deal. Inseparable. I'd never betray my brother like that." Fiona Cartwright had said those words to Jean-Paul back in 1805, after he'd seen The Captivating Cartwrights variety act and offered her an 'exclusive contract.' Now, 74 years later, she stood on a dock watching a ship burn downriver. Why? Because that ship contained a small fortune in liquors from across Europe that her brother had ordered for the grand reopening of his club, now called the Park Theatre. It had burned down only two years after opening, which she had not been responsible for despite what her brother, Stewart, wanted to believe. She told him that it was probably the fault of that mortal, Edison. Stewart never should have let him install that experimental lighting system for the stage. She wondered if the hotel he'd been talking about just before finishing the theatre would fare any better.

The thunderous crack of the hull splitting brought her back to the present. Stewart would certainly blame her for this, but she was confident she could fend him off by building on the shame his previous unproven accusations had brought him. He thought that just because she played the game better, she was down among the worst of the worst, but it was Jean-Paul who encouraged their rivalry. Jean-Paul said it would make them stronger against the rest of the world. However, he also said they had a capacity to trust each other that few other Kindred had, and that theye shouldn't throw that away. Yet, here she was: burning incoming cargo as a matter of sibling rivalry, but not his entire club because that would just be cruel.

Fiona continued to reflect as she turned from the river and began her walk home. She'd brought Stewart into this world, and it had never seemed like a perfect fit. After she'd left her meeting with Jean-Paul, she had, of course, told her brother about the arrogant Frenchman who thought he could buy her like some common whore. Well, she'd told him! Her brother had been incredibly proud and touched by her loyalty, but also secretly wished she'd accepted, then at least one of them would move on to better things. So when Jean-Paul returned a few days later and offered to "sign" them both, Stewart was very enthusiastic. Fiona knew it would be downright foolish to refuse a golden opportunity twice, and, now that her brother was coming along, the decision was easy. They all left for Philadelphia two days later.

It was the biggest city the twins had ever been to, noticeably larger now than when they were here with their show a few years ago. They'd never gotten big enough to strike out for New York or Boston, but now, with the backing of a wealthy French patron, Fiona was sure their world would never be the same. For three days, the twins spent the daylight hours wandering the city and taking it in, while avoiding the spots Jean-Paul advised them to. Then, once his business obligations were concluded for the day, Jean-Paul himself would take the twins around to the best spots in the city at night and introduce them to people who were apparently important, though they weren't all in show business.

Then came the night that mattered, the night that was really important. Jean-Paul had dinner with them at his home, just the three of them. He explained that he'd been looking for someone to take on as a protege of sorts, and he was just thrilled to have two potential candidates. As he waxed on about legacies and destinies, the twins swooned under the wine and found it very difficult to stay awake.

When next they awoke, they had no questions about where they were or what happened. Only one thing consumed their thoughts, only one word: hunger. Blinded in a frenzy of unnatural thirst, they both caught a scent and lunged, hitting the bound men like bullets and knocking them to the ground. The hunger commanded, and the twins obeyed. They sunk their teeth into human flesh for the first time, and, though the dirty skin initially tasted sour to their tongues, the crimson liquid beneath tasted like completion to their very souls. They gorged themselves on blood, slurping down their victims' arterial spray in greedy, shameless abandon until sanity and logic returned. First Stewart, and then Fiona, rose up from the floor and looked at each other, each drenched in blood. Then they turned towards Jean-Paul, who'd been sitting quietly with a smile on his face the whole time.

The next few years were an intensive course in Kindred life, as well as focused sessions with different performers to expand and improve their repertoire. Jean-Paul assured them that, in time, they themselves wouldn't perform very often, so they needed the skill set to make those rare performances legendary. He also taught them how to use a sword, though neither of them took to it like their sire had. It just wasn't their art.

After this fledgling period, the twins were set loose on the city. At first they stayed a team, carving out a space for themselves and pushing lesser talents out of the limelight completely. Once they'd amassed a respectable joint domain, Jean-Paul split it in half and formally declared their rivalry started. At first, the twins tried to continue working together in secret, but it only took a few days for Jean-Paul to catch the ghoul they were using as a messenger. He never said anything to either of his childer, but they each received one of the ghoul's hands in a box with the crest from Jean-Paul's signet ring burned into the palm. The message was clear, and the games began.

Up until a few years ago, their rivalry was kept to the artistic side of things. They'd poach each other's talent and technical staff. They'd secretly outbid the other on existing art or new commissions, especially from architects and interior designers. Things changed when Stewart's crowning achievement, the Arch Street Opera House, burnt down. Stewart was furious, raging at his sister about how this was above and beyond what should be tolerable between siblings. Crying for the first time since her embrace, she agreed with him and swore this wasn't her doing. Had Jean-Paul not been present, Stewart may very well have attacked his sister. But instead he stormed off, promising revenge. While Jean-Paul believed Fiona, he did advise her that things would be different going forward. He told her that he'd be picking his replacement for Primogen 'sometime soon', and that it would be one of the twins. Every move counted from here on out.

Fiona didn't hear from her brother for weeks. It was the longest they'd ever been apart, and it hurt. Not as much as it should have, she thought, but the pain was there nonetheless. In the silence, guilt began to grow, as did doubt over whether or not she could take the rivalry to the level Jean-Paul was expecting. Then Stewart finally reached out, inviting both his sister and their sire to his home. Fiona arrived early and waited outside for Jean-Paul to arrive. While she didn't think Stewart would try to harm her, 70 years of life among the dead had taught her the value of paranoia. Once Jean-Paul was there, they both went inside.

Her fears as baseless as she'd hoped, the pair found Stewart at his dining room table, a decanter of blood and three wine glasses set out. Seats were taken, pleasantries exchanged, and then Stewart began to speak in earnest. He first apologized to his sister for accusing her without evidence, though he never said he believed she hadn't done it. He then went on to say how he'd given great thought to what Jean-Paul had told him about the Primogenship. Stewart informed his sister that he had every intention of winning that title, and, to that end, her club was currently on fire with all of her ghouls and staff trapped inside.

Now it was Fiona's turn to fly into a rage. She stood from the table, broke her wine glass, and rammed the stem into her brother's eye. He screamed and fell back from the table, rolling onto his feet with his hand clutched over his eye. Fiona had not advanced for another strike, so the two stood there, eyes locked, waiting for each other to try something. They were both startled when the sound of Jean-Paul's chair scraping across the floor broke the silence.

“Well, I can see that you two have things well in hand. Fiona, I wish you luck on rebuilding. Stewart, that attack was obvious. If you'd kept up on your training, you wouldn't have a glass shaft in your eye. Good night, children.” And with that he left, leaving the twins to their own devices.

“I never burned down your club, you little shit!”

“Liar! Who else would stand to gain?!”

Fiona inhaled for a shouted response, but it didn't come. Instead her shoulders dropped, and she continued in a far sadder tone. “I'm sorry that you can't believe your own sister. And I'm sorry that I got you into this mess in the first place. But I am not going to just lay down and die. If you want us to feud like all the other bastards we know, then fine. That's how we'll feud. You started this.” While she was speaking, she backed out of the room, never taking her eyes off of her brother, who still hadn't moved. Once she'd backed all the way out of the house, she ran to her club as fast as her blood would allow

Sure enough, it was a towering inferno. She could still hear a few people screaming and dying inside. Instead of sorrow for the loss of life and business, all she felt was anger. A new stage of the game had begun, and she was damn sure going to win.

Roleplaying tips:

All of the love has been lost between the Cartwright twins. Where they used to sometimes revel in their rivalry, now a stark and violent bitterness has filled the space between them. Each has become single minded in their pursuit of the Toreador Primogen seat. The twins grew up together, and for many decades, they were still partners after they were embraced. As a result, they don’t act that differently. Each has always been interested in performance art, but since Jean-Paul drove the wedge between them, all their decisions seem geared toward setting the other back.

This competition thus touches everything they say and do. If one of the Cartwrights can backstab the other or mobilize enemies against them, they will. If they feel a partnership or idea can make them look better than their sibling, they’ll do it emphatically at their earliest opportunity. In particular, when they see each other in person their encounters are almost always violent. Often these scraps involve a dozen or more vampires and ghouls on each side, as each twin maintains a sizable entourage of sycophantic minions.

Margaret DeStefano

Margaret was born and raised on a farm in Roxborough. She studied art and art history at the University of Pennsylvania, graduating in 1854 just after the city expanded to include her hometown. Margaret was always sharp, charming, and ravishingly beautiful. Her artistic talents as a sculptor are noteworthy, but as she came into her own in school, it was the blend of her creative skills, along with her drive and natural talent for networking, that really made her into a fantastic gallery designer and host.

After college, Margaret's family was able to help her buy a small gallery space in the Center City shopping district along the Delaware. She threw a number and variety of galleries featuring artists she'd known through college, and almost as a matter of course attracted the attention of one Stewart Cartwright. Stewart was always seeking to discover the next new thing ahead of his sister. He was enthralled with Margaret's perfect, symmetrical beauty and her radiant but casually inviting demeanor, and couldn't believe the range of her impeccable taste in art and artists. When she told him she had ambitions of one day owning a theater or large gallery hall, he knew he'd found a true treasure worthy of his particular endowments. It's anyone's guess which infatuation fed the other’s most gratuitously, but Stewart decided almost upon meeting Margaret that she'd be his first embrace.

He groomed her for the transition for about a year before seeking the approval of Prince Jacob Shallus. The Prince consulted his close friend and confidant, Toreador Primogen Jean-Paul Boucher, and agreed to let Stewart bring Margaret into the fold. After her embrace, Stewart also introduced her to the Malkavian musician and violin builder Samuel Hairston, who lived above a tavern just down the street from her gallery. By then, Samuel had already met Joshua Fields, who was already in league with Sean McLaughlin. Joshua and Samuel had helped each other on a number of occasions.

Joshua, Samuel, and to a lesser extent Sean, welcomed Margaret into their early adventures and the four of them formed the coterie that would become the Last Night Society.

Roleplaying tips:

Margaret is always looking out for number one. She does not enjoy the violent, ghoul pit fights Sean and Joshua host, but she helps with them because it makes her a lot of money. She likewise does not enjoy Sean or Joshua, but helps them with other things because they make her money, as well as offering her formidable protections outside of just her clan. Left to her own devices, Margaret is a woman about town who prowls the Center City theater district making contacts and building her influence with entertainers and glitterati. She enjoys the company of Samuel Hairston, often going with him when he plays at local pubs, but has a hard time getting him into the higher class establishments she frequents. Margaret is pleasant, pretty and charismatic, especially if you have something to offer her, but if she feels you’re a threat, she’ll burn your whole life down around you.

Angelica LaRieux

Angelica LaRieux is Fiona Cartwright's childe, and was an art history professor until her embrace in 1850. Fiona took an interest in Angelica while searching for ways to compete with her brother Stewart's sophisticated and expanding upper class club holdings. Specifically, she was looking for an assistant who could guide her tastes in and acquisition of classical artwork to adorn her own holdings and attract Philadelphia's business and political aristocracy. Angelica was certainly able to provide that, but Fiona only decided to make her a ghoul after discovering that Angelica was a woman. When they met, she had been living as Adam LaRieux in order to keep her teaching position at the University of Pennsylvania.

It took Fiona weeks to see through the careful disguise of Dr. Adam LaRieux. She discovered Angelica's ruse while vetting, or as most would call it, spying on her. When she found the woman had been posing as a false identity to ensure she could pursue her passions - and get paid for it - Fiona was much more impressed than she had expected to be with an art history professor. Instead of an assistant, she decided she needed a ghoul. She callously addicted Angelica to her blood and led her astray from academia, setting her to work building a network of spies and minions among the whorehouses of Philadelphia. She was so impressed with Angelica's subterfuge that she forced her to go around as Adam for nearly a year after she left the job for which she's donned the camouflage in the first place. Angelica suffered the indignity with a sense of pride driven almost entirely by the highs brought on from Fiona's vitae.

Angelica's tastes have held up over the last few years. She no longer disguises herself, but her falsetto correspondence with art dealers, museums, and collectors as Dr. Adam Larieux has filled Fiona's havens for the rich with the trappings to keep them coming back. In return, Fiona has made her wealthy and turned her on to the layers of influence and connection only Philadelphia's Camarilla can offer. Angelica keeps her own networks and agents these days and has long graduated from wearing her sire's blood bond to inflicting her own on unsuspecting marks.

Angelica LaRieux

Roleplaying tips:

Angelica is extremely intelligent, creative,and driven to pursue her passions. Since her embrace, she has also become fiercely competitive, steeped in the constant simmering conflict between the Cartwright twins. She sees Margaret DeStefano as her rival and seeks to draw from her mortal crowd those wealthy and influential enough to earn Fiona's praise. While she is eager to please, Angelica is no sycophant, and Fiona values her willingness to disagree, especially as it comes to Angelica's areas of expertise. More than once, her forthright disapproval of Fiona's artistic leanings has earned its place when customers and other Toreador have complimented decor that Angelica pushed over her sire's preferences.

Outside of her circles, Angelica is less confident. She is still relatively new to the world of the damned, and knows she has much to learn about the social and political dynamics that define it. Her intelligence serves her well in this regard, and she pays careful attention to the words and actions of those around her at all times. Studious and opportunistic, Angelica means to be a power player in Philadelphia but knows she'll need to ride out the coming storm between Fiona and Stewart to see where the chips fall. She is all in for Fiona's cause.

TREMERE

If the Toreador are on the verge of boiling over, the Tremere are only a little behind them at a rising simmer. The Chantry is headed, nominally, by the witch hunter Hugo Eisenmenger. Hugo came to Philadelphia in search of the Tremere traitor Goratrix, but in the few years since her arrival, Philadelphia's Tremere seem to answer more and more to the warlock Alice Kyteler. Alice showed up in 1872 to investigate and assign blame to those Tremere she found responsible for helping the Camarilla foil an assassination attempt on the Ventrue Victor Laurent. The botched hit on him in Philadelphia almost ten years prior had touched off yet another decade of clandestine intrigues and violent reprisals between the Tremere and Ventrue in Washington, D.C.

The effort had been ordered by Marissa, Tremere Prince of Washington, D.C., in an effort to shore up her holdings against Victor's increasing Camarilla support from Europe. Though ordered by Marissa, it was sanctioned by The Pyramid in Vienna. Alice had a limited interest in genuinely pursuing it from the beginning. She found that Hugo's subordinates, the Tremere investigators Rudolf Piatnik and Theodor von Steinle, were the ones who had helped the Camarilla to stop her clan from killing Victor. She also found they were acting in accordance with the directives of the Prince. She had no honest grounds to blame them; after all, it was Marissa's plan that had gone bad.

That wasn't what she told Hugo, though, and now he believes that if he doesn't comply with Alice's direction of the Philadelphia Chantry, she'll send a report back to Vienna so damning that he'll be destroyed. What more should he have expected from a corrupt daughter of Goratrix? Hugo now lives in fear and under thumb, his crusade on the ghost of Alice's sire reduced mostly to lip serve. Alice is Goratrix's childe, and while she was not involved in his betrayal, she was sent on this assignment as a test of her clan loyalties. Her dispatch was also a way for the notoriously misogynistic Council of Seven to dismiss another woman from the Pyramid.

Hugo and Alice fight continuously. He is technically in charge of their operations, but most of the Chantry members are much younger than either of them and don't share his passion for finding Goratrix. Alice is not in league with her sire, nor does she know where he is, and she has no time for Hugo's accusation or his fool's errand. The other Tremere side with Alice in part because Hugo is so unrelatable, and in part because she allows them to focus on developing their blood sorcery instead of chasing some ancient fugitive. Hugo reads it all into his paranoid conspiracy theory. He privately believes Alice is corrupting the Chantry on behalf of the Tremere antitribu and will smite Hugo and summon her vile sire when the time is right.

Alice Kyteler

Alice is the rising leader head of the Tremere in Philadelphia. She was sent here to flush a woman out of the Pyramid in Vienna where the Tremere powers that be regarded Alice as a threat for a variety of reasons. Officially, she's in Philadelphia to find out who betrayed the clan to the Camarilla during an assassination attempt some years back. Unofficially, she has shirked that duty and is hard at work deposing the current head of the Chantry to take his place. Alice was a real person, the first known in Europe to have been tried and convicted of witchcraft. She is Irish, and likely also spent time in England and Scotland.

Alice is a committed Thaumaturgical scholar and practitioner. She values study, progress of the Discipline, and commitment to the Traditions and needs of Clan Tremere. She was sent to Philadelphia because she irritated the authorities in Vienna. Like Hugo, Alice's persistent pursuit of her interests was a factor in her dispatch; unlike Hugo, her formidable competence and intelligence was also a part of the problem. Alice is the direct childe of Goratrix and much older even than Hugo. While it has gone without saying so far, everyone in the Chantry knows Hugo is intimidated by her.

Roleplaying tips:

Alice focuses on two primary goals. First, she recognized the potential in Philadelphia's diversely talented Tremere Chantry immediately when she arrived. She believes that it can be an exemplary academy of blood magic if she can shake it free of Hugo's atavistic heroism. Alice takes all steps she can to encourage study and research of Thaumaturgy and expansion of the libraries and facilities beneath the Woodlands Mansion in which the Chantry is housed. In pursuing study, Alice is focused and diligent. She respects and endeavors to help others she sees making the same commitments.

Secondly, Alice is deeply enthralled with the idea of Prince Jacob's Grand Elysium at the Centennial International Exhibition and has used her leverage over Hugo to free up his minions so they can participate. She has subsequently appropriated the efforts of the whole Chantry, a diversely talented roster indeed, into a grand contribution from the Tremere. The Grand Elysium will feature a vibrant array of Thaumaturgically augmented attractions both on the night of the Tremere exhibit and in assistance to other clans' projects.

This is another point of contention between Alice and Hugo. Hugo wants the clan to remain as insular and unexposed as possible while Alice believes investing in participation with the Camarilla is a fertile political path for all of them. She has no problem forging the bridges to make it work without him.

Hugo Eisenmenger

Jacques Merchand

Hugo Eisenmenger

Hugo is the Tremere Primogen. He is wholeheartedly committed to the search for Clan Tremere's long lost traitor, Goratrix. He used to prowl the halls of The Pyramid in Vienna seizing the ear of anyone foolish enough to lend it for even a moment to ask or educate them about Goratrix himself, and the rumored spread of the Tremere antitribu. Over time, these nuisance conversations began to generate a common annoyance with Hugo, and when he raised allegations against several prominent members of the elite Council of Seven in Vienna, the Tremere leadership decided it was time for him to take his enthusiasm for the search abroad. Far abroad.

Roleplaying tips:

Hugo is a zealot crusading for a lost cause. He is a true believer, but even if he is right to worry and Goratrix is still alive and out there, no one will come to his banner. As a result, he is bitter and hostile toward most of the Tremere in the Chantry which he rarely ever leaves. He sometimes pipes up to press his authority over Alice, but no one fulfills the important work he tries to assign to them, regardless. They're all too busy cultivatingvulgar powers in the absence of the experience to wield such terrible forces. Hugo knows their hubris. He knows their parlor tricks won't save them from Goratrix, but no matter how he tries to tell them, they just won't listen.

Jacques Marchand

Jacques Merchand is Hugo's childe, and largely what you'd expect from a loyal Primogen's childe. He is obedient and completely devoted to the Pyramid. In his mortal life, he was a successful merchant dabbling in alchemy. Hugo picked him up as a ghoul first, not only to access Jacques' own resources, but also so Jacques could manage Hugo's more mundane affairs while he focused on his hunting tasks from the Pyramid. Over time, Jacques excelled at his tasks, and Hugo began to hint that he could offer Jacques more and more power. Eventually, Hugo made an overt proposition to him for a share in his immortality in exchange for Jacques help thwarting the greatest threat the world has ever known.

Roleplaying tips:

Jacques came to America with Hugo, Rudolf and Theodor. He is loyal to Hugo and wishes the others would not ridicule his sire's righteous quest. At the same time, he sees the leaps the others make in their mystical and practical studies, and knows he could do the same if he wasn't constantly tied up with Hugo's search. Jacques occasionally makes his way into the labs where the others work or spies on their rituals out in the cemetery, but when he tries to approach, they'll usher him away. Most of the other Tremere think Jacques is just Hugo's stooge, but he is also stuck with Hugo and would like to do more for the Chantry.

Jacques' one respite from Hugo's archaic indulgences comes in the form of his membership in the Broker's Club of Philadelphia. He managed to convince Hugo that he could spy on the influential coterie if he could gain membership. He impressed the club's founder, Ventrue Primogen Anthony Peale, with a few clever parlor tricks that allowed him to produce information on one of Anthony's enemies, and Jacques was invited as a probationary member. He uses this as an intellectual outlet and has helped the organization broker several deals and pursue opportunities they might not have seen without him. This has made Jacques an economic powerhouse for the Chantry which, along with the fact that Hugo still thinks he's spying on them, has allowed him to stay with the group and prosper outside his insular circle of Warlocks.

Rudolf Piatnik

Rudolf has been a physical scientist since his breathing days. He was an early contemporary of Gerard van Swieten, and actually traveled with van Swieten to northern Serbia to help him dispel rumors of vampires among the rural townsfolk and farmers in the 1750s. He helped to write the treatise on it, explaining away the local fears with scientific reasoning and evidence. It came as no small irony to him when, in the early 1780s, he and his colleague were embraced into a bizarre secret society of just that.

The transformation into an undead blood cultist did nothing to dampen Rudolf's scientific inclinations, and, in fact, he is more curious than ever about anatomy, physiology, death, and the human condition. This keeps him thoroughly engrossed in the scientific literature of the day and helps him stay relatively contemporary despite his advancing age.

Rudolf Piatnik

Roleplaying tips:

Rudolf came to the United States from Vienna with Hugo Eisenmenger and Theodor von Steinle in 1834. Hugo was being politely ousted from the Pyramid for his pestering uselessness, so Rudolf and Theodor offered to go with him because both hate the politics of their clan. Hugo is frustrating, but as long as Rudolf and Theodor pretend to try and help him sometimes, he lets them explore the city and their studies as they see fit. They placate him accordingly. Rudolf and Theodor are together most of the time, researching or debating along with Theodor's childe, Thomas Kindcaid. This is when Rudolf is at his happiest.

Rudolf has been contacted by both Dr. Alexander Kirk and Dr. Lucas Claesson of Clan Malkavian, who are interested in working with him and his partners. He hasn't brought this up to Theodor yet because they work out of the Chantry frequently, and he's concerned what the Malkavians might bring to their situation.

Rudolf has a very optimistic outlook for a vampire. He is upbeat, sharp, and curious. He does not believe in damnation, though he recog-

Theodor von Steinle

nizes that he does terrible things to survive and to learn. Still, he doesn't believe his transgressions are worse than the average of the times, and thinks his condition is just something to be studied. Of course, he would be loath to let anyone else do the studying.

Theodor von Steinle

Theodor von Steinle was a mathematician and physicist in life, and a colleague of Rudolf Piatnik. They orbited the same social circles in Vienna, and Theodor was the other scholar to make the cut when the Tremere embraced Rudolf. They have undergone their trials and cut their teeth together in the bloody mess that is neonate unlife in the core of the Tremere establishment. Theodor's interests vary from Rudolf's, but they overlap substantially. Both men still regard themselves as "natural philosophers," though they welcome innovations of the modern industrial age much more readily than many other Kindred.

Roleplaying tips:

Theodor is more stern than Rudolf, but he has an equally curious mind and fearlessness about his pursuit of knowledge. Left to his own devices, he will spend as much time as he can in the laboratories he keeps in the Chantry and around the city with Rudolf and Tommy, Theodor's childe. The three of them consider themselves the best investigative and scholarly minds in the Chantry and keep a somewhat exclusive kind of company.

All three men are eager to investigate puzzling problems and mysteries. Theodor and Rudolf in particular will pounce on nearly any problem anyone brings to them, especially when the troubled can pay in peculiar blood or boons. They came to America to escape the Tremere politics, so they've been known to prioritize their own pursuits when push comes to shove. For example, when Prince Jacob asked them to hunt down the vampires who tried to kill his sire, they had no problem reporting back that it was Tremere from some other city, but that doesn't mean they're going to report to anyone that Alice muscles Hugo.

Thomas Kincaid

Thomas Kincaid, or Tommy as they call him most of the time, is Theodor's childe. Theodor met him while trying to find a good morgue to

Tommy Kincaid

use frequently for studies and body disposal in the 1860s. After coercing Tommy's cooperation in evaluating and then using the lab for several nights, Theodor decided the young medical student would be a terrific thrall. He ghouled Tommy, and set him about handling sensitive disposals at the morgue during the day while Theodor continued to vet his competence.

Eventually, Tommy finished his medical degree, but when he went home to announce his triumph, he happened on a bad scene. His alcoholic father had broken his mother's jaw, and not for the first time. It was exactly what he had gone off to medical school to escape, and he hoped he could help his family back onto their feet. Instead, teetering on withdrawal from Theodor's vitae, he flew into a rage and beat his father to death.

Tommy would surely have spent his life in prison had the Tremere not intervened. Theodor had already been considering embracing the young doctor, and as he thought it through, he felt that he had fueled the situation to go wrong by letting Tommy's condition lapse. Now, there was no choice but to turn him or kill him. Theodor welcomed Thomas Kincaid into the Tremere Chantry under a tenuous probation from both his clan and the Camarilla in 1866. He is forbidden from seeing his mother again, but has been able to safeguard her and provide her with money.

Since joining the ranks of Tremere blood sorcerers, Tommy has slipped easily into the culture. He, like Rudolf, does not see his condition as damnation but rather believes that Theodor saved he and his mother's lives. Tommy is still too young to really understand the full taxes of his existence as a Tremere.

Roleplaying tips:

Tommy is young and naive about the grim realities of his condition, but he is not stupid. He's been a quick learner of Thaumaturgy, and it's earned him some genuine respect in his early nights. Tommy's optimistic outlook affords him many chances to meet his elders and build relationships around the Chantry because he moves around it a lot and is always interested in what others are doing. Tommy feels pity for Jacques Merchand; it's clear to him that Hugo keeps Jacques on a very tight leash. Still, the pair of them treat Tommy like dirt when they see him, so he feels very little more than pity.

Tommy is studious and eager to please, especially those of higher station. For now, he believes his time is best spent under the wing of his sire and Rudolf, so he'll do his best to shadow them when he can.

VENTRUE

The Ventrue exercise a tenuous control over Philadelphia's undead population. The Prince, Jacob Shallus, is well regarded by most of his Kindred subjects, and enjoys the support of his Camarilla, but he is also young and inexperienced. Without potent allies like Brujah Primogen Isaac Normand and Toreador Primogen Jean Paul Boucher to shore him up, his rule would likely crumble or be replaced by a more prominent Kindred. Jacob was only embraced 80 years ago, but for now, he is the most politically powerful vampire in the city. His childe, the business mogul Anthony Peale, sits as Primogen. Anthony's childe, Zachary Davis, operates as a political animal/urban boss controlling part of the city's grey area between politics and organized crime. Jacob also enjoys the limited but ongoing support of his sire, Victor Laurent, who resides in Washington, D.C.

Other Ventrue also pass through the city sometimes, usually en route to Washington or New York City through Philadelphia, and some of them have stayed. By 1876, both Jacob's brood and some other smaller players who decided to seek their fortune and prominence in Philadelphia have attracted a range of potential new embraces or ghoul servitors. The Ventrue and potential Ventrue base are solid even though the top Blueblood in the city is relatively unknown outside the Mid-Atlantic United States.

Jacob has poured immense time and resources into the production and execution of the World's Fair in Philadelphia and the 100th birthday of the nation he fought and bled to establish. The grand event he means to throw in honor of his city has taken up a substantial amount of his focus over the last five years or so. As such, the Ventrue Clan in the city is also dedicated to seeing through this joint mortal and Kindred affair.

Outside of this effort, individual Ventrue of Philadelphia vie with each other and the members of other Clans for control of the city's many emerging financial and political sectors.

Prince Jacob Shallus

Jacob Shallus was an international Revolutionary War veteran who fought on the Canadian Front, and went on to be the calligrapher of the United States Constitution. In 1796, as he wasted away from the lingering health effects of a bad bout with yellow fever, he was approached by a murderous vampire he had met during the war, a Ventrue called Victor Laurent. Victor offered the waning statesman and revolutionary a dark deal to extend his life eternally in exchange for a few small favors.

Jacob accepted the offer, plunging into a hell he could never have foreseen. Victor named him the Prince of Philadelphia, a city which was the United States capital at the time but which Victor thought would fade in significance after the seat of government moved to Washington, D.C. The move was planned for a few short years from then, and Victor moved on to Washington to help establish the Camarilla there.

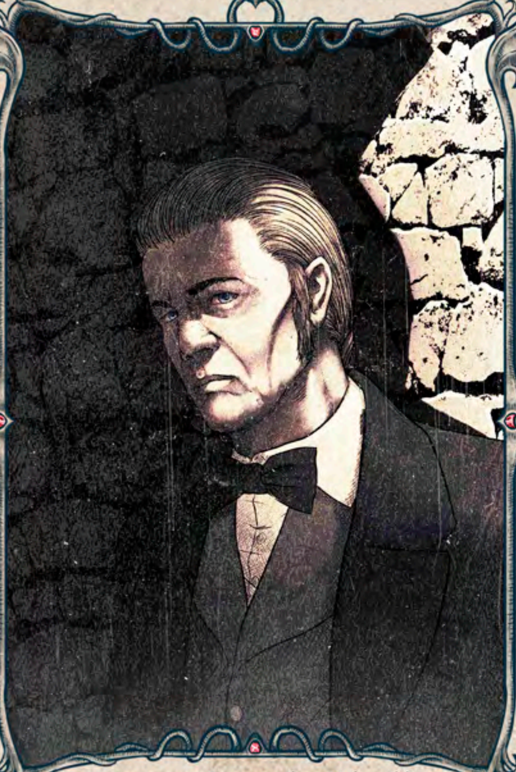
Jacob, abandoned, fended for himself for almost ten years until Isaac Normand and Jean-Paul Boucher made themselves known to him. The three of them formed the Camarilla in Philadelphia, with the unlikely support of a wealthy Giovanni named Arturo.

Since then, Philadelphia has grown by leaps and bounds, and Jacob's capacity to rule has grown with his domain. He is still not individually powerful by Kindred standards, but as his city grows so too does his political capital. Jacob is a young but effective Camarilla ruler.

Roleplaying tips:

In public, Jacob is assertive and confident. He carries his authority well, and is careful about when and how he presses it. This has earned him a great deal of respect, even among those vampires who privately believe they could rip him to pieces.

In private, Jacob's demeanor varies according to his preparedness. His life as a mortal was difficult and uncertain, so he is rarely shaken, but he recognizes more and more as time goes by how little he really knows about immortals and immortality. The more he finds out about his compatriots, the more concerned he becomes. Still, in all, Jacob is a competent and confident executive for the Camarilla of Philadelphia, and his roots in the foundation of the country itself make him, in many ways, the man for his particular time and place.


Prince Jacob Shallus

Victor Laurent

Victor Laurent is the Ventrue Primogen of Washington, D.C. and the sire of Jacob Shallus, the Prince of Philadelphia. An early Kindred pioneer to the New World, Victor fought in and preyed upon the Revolutionary War. During his time on the front in Canada, he met Jacob, and was impressed with the young soldier's political acumen and grasp of history. Victor ultimately fled Jacob's garrison after killing another soldier in an overzealous feeding. Some two decades later, in 1796, he embraced Jacob in Philadelphia on his way to Washington. Believing the city would fade in importance once the new capital was completed, he installed Jacob as a placeholder Prince in a city that would be no more than an outpost.

Since that time, Victor has been wrapped up in a complex power struggle with the ambitious and capable Clan Tremere to control the Camarilla in Washington D.C. It took him nearly 70 years to

Victor Laurent

return to Philadelphia while he fought to establish a defensible stronghold in his own city. Instead of fading from significance, Philadelphia has grown exponentially and in 1854 it subsumed all of its surrounding municipalities to literally explode in size and population.

Victor couldn't be surprised; the New World was an unpredictable kind of frontier for Kindred and kine alike. Who knew what cities might flourish or die off? But he also couldn't have predicted the emergence of Jean-Paul Boucher, let alone Isaac Normand, to prop up the throne of the childe he'd essentially abandoned. Each of them was a derelict of the French Camarilla in their own right, and their desire to keep a low profile while building a safe haven could not have resulted in a wilder and less orthodox - or unexpected - experiment.

The Tremere of Washington, D.C. attempted to assassinate Victor in Philadelphia during the Great Central Fair of 1864 when he returned to assess Jacob's city and offer his support. Victor escaped, and in the aftermath, Jacob helped him identify his assailants with the help of Philadelphia's Tremere. This episode inspired confidence in Jacob's ability to run the city, and equipped Victor with the political capital to confront Prince Marissa and the Tremere about their foul blow when he returned to Washington.

Now, Victor keeps in much closer touch with Jacob. His childe has demonstrated an unexpected flair for his overwhelming position, and Victor has started to believe Jacob could be an important part of a regional Ventrue alliance among Camarilla cities.

Roleplaying tips:

Victor has been in America since well before the Revolutionary War, and while he is French, he is intimately familiar with this country's history. He speaks English and several other languages with no difficulty. He is a shrewd and astute political negotiator and student of both his allies and enemies. Victor believes that his greatest advantage in life is his combined calculating intelligence and bold courageousness. He pities those stuffy Ventrue he left back in France who fear to brave the frontiers of the New World in pursuit of greater holdings. Victor is, accordingly, both afraid and in support of Jacob's wild, runaway success.

Anthony Peale

Anthony Peale is the Ventrue Primogen of Philadelphia, and first childe of Prince Jacob Shallus. He maintains the Ventrue base of financial power in the city as he has since his embrace in 1820. Mr. Peale was chosen for his success in identifying investment strategies on the Philadelphia Stock Market, a skill which has only grown sharper with his ageless decades of insidious vampiric predation on Philadelphia's wealthy elite and captains of industry.

Anthony Peale, like his Malkavian counterpart, the Rt. Rev. Hans Winter, operates a political machine. Instead of preying upon a religious organization and the flock it commands, Mr. Peale makes his inroads directly into the upper echelons of society among that sector known as the Philadelphia Aristocracy. The extent of his imposition varies with the mortal or mortal institution in question, but he is no stranger either to complex legal machinations or outright Domination of lucrative targets to achieve his ends. Chiefly, he makes his friends and acquaintances among those who can bring something interesting or valuable to the table.

Mr. Peale's dietary preferences reflect his preferences in company and partnership. He has always eaten and bled success. He cavorts with the wealthy but his vessels demand more than that. Those born into their station are of little interest to him. Instead, he craves a mix of drive, vision, accomplishment, and opulence. This, he feels, is the essential vintage that propels him forward, ageless, without allowing him to become stale.

Roleplaying tips:

Anthony Peale's interest in markets keeps him engaged in current mortal trends and affairs. He's young, as vampires go, but still livelier than many others of his age who have already started to fade emotionally. While Anthony respects success first and foremost, he is also a distinctly American success story in his own right and will chat with virtually anyone who is talking about markets or conjuring up a business proposition. That doesn't mean he'll invest or partner with any schemer he comes across, but he will genuinely listen to their scheme.

Mr. Peale has also found it useful in his time to be genial, especially with those whom he intends to victimize. Again, like Hans Winter, he employs a range of tactics and minions to play his games and does not always take what he wants outright. This serves a mix of needs for him, like it does for Winter, but megalomania is not one of them. Instead, Mr. Peale considers it essential to keep up with the trends and tactics of the kine so that he can anticipate and capitalize on them. His interest is both intellectual and predatory, but not psychotic.

Anthony Peale can feed on those beneath his station, as most people are financially, but they must have accomplished something significant. He feeds on the successes of others, both in their material gains and their very blood. Mr. Peale has mastered the arts of exploiting both.

Zachary Davis

Zachary Davis is Anthony Peale's childe and he controls the mortal muscle for Jacob's brood. In his breathing days, Davis was a neighborhood boss in his own right. He grew up a street urchin, shaking down businesses in the Northern Liberties with his gang and eventually landing in jail for strong arm robbery. While inside, he developed a skill for bringing criminal talents together and for resolving disputes between violent thugs. Davis spent two years in prison and, by the time he got out, even the guards were buying his moonshine and cigarettes cheaper than they could get it outside.

Anthony Peale

The main lesson Zachary Davis took with him from prison was that nobody inside had been politically connected. Living among nothing but criminals sharpened his understanding of the underworld, but he still wanted to avoid being locked up again. He decided to apply some of what he learned to the political world, so Davis started organizing. He extorted a straight laced friend from his neighborhood into running for Alderman and sabotaged his opponent. From there, it was off to the races.

Zachary Davis controlled the Northern Liberties' representatives to the City Council when Philadelphia consolidated in 1854. The local politicians owed him their careers, and the local markets and firms owed his gangs protection money, month after month. The local cops, who would become the municipal cops, hadn't bothered Mr. Davis in years thanks to their monthly bonuses. That's how he caught the attention

Zachary Davis

of Anthony Peale, who recognized the breadth of Zachary's vision and invited him to apply his skills on a broader level.

Now a Ventrue of just over two decades, Zachary has proven his worth time and again as he escalated his mortal criminal influence. Where he once took control of his neighborhood using the carefully learned lessons of life on the street, he now commands a formidable network of neighborhood captains who have done the same. Mr. Davis's influence can be felt in all of the neighborhoods immediately adjoining Center City, as well as those to the north and south beyond.

When necessary, Zachary can bring to bear several large mortal forces in his or his clan's interests. He controls the police precinct in Northern Liberties, specifically, but also a number of gangs he keeps well funded, Dominated, and, in some cases, plied with vitae. This network of thugs, smugglers, enforcers, and local politicians keeps the larger Ventrue network informed and in play on the streets.

Roleplaying tips:

Zachary Davis is quick witted and vicious, but over his 20 years or so as a vampire, he's learned quickly when to push and when to get in line. He is fiercely loyal to his clan and in particular to Anthony Peale and Prince Jacob. He has a favorable outlook on Victor Laurent but doesn't know him very well yet. Zachary has gained tremendous status within the city and material wealth since becoming a vampire, and he is young enough to still believe the sky is the limit. Accordingly, while he has a brutal temper and pulls no punches when exploiting or enforcing his holdings, he is genial with his clanmates and genuinely glad to be around and help them.

For other Kindred, Zachary's demeanor is wholly based on who they are to him and Clan Ventrue. In general, he keeps his associations to those that can benefit, or more frequently deter, him or Clan Ventrue. He competes for influence among the kine with the Malkavian Friedrich the Confessor, the Brujah Dixon Mattock, and Mattock's childe, Sean McLaughlin. Zachary has a generally derisive attitude toward Brujah and Malkavians in general because of this, and their mortal proxies fight in the street for turf and business, though they make and break alliances and cooperatives among each other when convenient, as well.

Mr. Davis will employ whatever resources he has at his disposal to gain an advantage in the street politics of Philadelphia. He is monied, experienced, and quick to analyze the playing field. He has numerous gangs across several bustling neighborhoods to do his dirty work, although he isn't afraid to do the job himself if he wants to be sure or if he wants to send a uniquely Kindred brand of message. He took an early and eager interest in Dominate, and frequently uses it to push his will on those others could not hope to sway or intimidate.

Despite his ruthlessness among mortals, Zachary is a reliable business partner among his Kindred allies, even when they are also his rivals. Prince Jacob threw his childe and grandchilde to the wolves early, insisting they compete in their power schemes with the city's other Kindred if they expected his support and protections. Neither of them has ever let him down, but in the process of proving themselves, they've become deeply entangled in a complex balance of power with the other Kindred laying claim to swaths of the mortal herd.

Joshua Fields

Joshua was born to a wealthy, connected Philadelphia family and raised in the city's corrupt politics. By the time he was a teenager, he had seen more dirty deals and political hit jobs than many grown pols ever do, and, by the time he was an adult, he was neck deep in it. He became a political hatchet man, working for his connected uncle and destroying the reputations of his uncle's opponents and opposition. Joshua never had much ambition for office himself; rather, he liked muckraking and conniving from behind the curtain, and this earned him the attention of Ventrue urban boss Zachary Davis.

Zachary spent a few years grooming Joshua as a ghoul before asking permission of his sire, Anthony Peale, and Prince Jacob Shallus to embrace him. Now that Joshua is a Ventrue, his ambitions have grown. In this new world of murderous politics and grievous transgression, where his particular brand of social and political maneuvering seems perfectly common, Joshua has decided authority and office are exactly what he needs. Now, he spends his time trying to endear himself to the establishment and climb the ladder of this newly discovered feudal power structure.

Joshua runs a coterie of Kindred hellions, the Last Night Society as they call themselves. The group is home to three other Kindred: a Malkavian schizophrenic and pianist; a Toreador art dealer and musician; and a Brujah gang leader, boxer, and rabble rouser. Together, they terrorize the streets of Philadelphia and push the bounds of the Traditions, attracting both the ire and the occasional indulgence of their betters.

The Last Night Society runs a number of enterprises and has begun to grow a political and criminal footprint around the city, modeled on the successes of older Kindred. They also have a number of ghoul associates who guide various ends for them in service to their growing mortal influences. Joshua's particular contribution to this effort is both financial and in the form of politicians he cultivates as his pawns and proxies.

Roleplaying tips:

Joshua Fields

Joshua Fields is a dandy, and a man about town. He likes to make his presence known anywhere he goes and particularly enjoys the mixed reputation of his crew. For this reason, he likes Sean McLaughlin much more than many other vampires do. He and Sean have been making money together since before the other members of their coterie joined, and it makes Joshua happy that people hate Sean. He believes it's profitable.

Joshua likes to make an entrance, and he likes to make sure his coterie is recognized. If they're disrespected on the street, Joshua is even faster than Sean to run his mouth and throw a punch. He's also less likely to snap and kill his opponent. Joshua loves to throw money around. He will step in to back any wager or buy any expensive item on behalf of the other members of the Last Night Society at any time, especially if someone has suggested they or he cannot afford the transaction. Joshua always wants to be seen as the man in charge.

Lisbet Philipse

Lisbet is the great great granddaughter of Dutch slavers Frederick Philipse and Margaret Hardenbroeck. In 1755, she was born into the wealthy power family in New York City and grew up to develop her matrilineal flair for cutthroat business. Lisbet became the target prospect of a Ventrue who was seeking to infiltrate the Philipse fortune for his own purposes and eventually earned her embrace at the beginning of the Revolutionary War. Her sire's goal was to boost the family standing through the course of the Revolution and come out on the other side the patron of a fabulously well-connected international fortune through his subservient childe.

Their plan fell apart after the war, when the State of New York seized all of the Philipse family's holdings in response to their support for the British. Lisbet's fortune was gone, and she fell swiftly out of favor with her sire. Still, she had grown up sharp and opportunistic and was as capable and ruthless as her great great grandmother had been. Lisbet started studying the emerging investment markets in the new United States. When the New York Stock Exchange opened, she took what remained of her minor personal wealth and began buying stocks. When that ran out, she seduced and then ghouled a series of wealthier investors, taking over their fortunes.

Lisbet grew wealthy quickly between 1790 and 1800 as her investments paid off, but, no matter how much personal fortune she accumulated, she could not seem to earn her way back into her sire's good graces. She had no emotional need to do so - indeed, they had never been especially friendly toward each other - but he was connected to a potent line of Ventrue back in Europe with whom Lisbet wanted to associate herself. To her dismay, her sire has never accepted her overtures or offerings to rejoin his inner circle.

His reasons are obvious and he has no problem stating them: He can do what she is doing for himself with much greater ease. The appeal she held to him as a prospective childe was in her family's global fortune, amassed over nearly 150 years of mercantilism and brutal, unrelenting human trafficking. He did not need her personal riches or her craven, blood addicted financial slaves.

Lisbet continues to pursue her own advancement, undeterred. If the scale of her network and resources was the issue, she was more than willing to aim higher. For her, she started by expanding her holdings and influence into the Board of Brokers, Philadelphia's stock market. She decided to do what her sire had done with her: vet someone she could use in the short term and later embrace as a fuller partner and protege. She could build for her Ventrue lineage in America what they so treasured in Europe: a powerful and connected network of influence. Lisbet targeted an up and coming investment banker named Anthony Peale, but was again set off course when he was unexpectedly embraced by Jacob Shallus, the Prince of Philadelphia. She settled, instead, for conscripting a number of ghouls to help keep tabs on Anthony, Jacob, and the Philadelphia Camarilla.

Over the last twenty years or so, Lisbet's surveillance of the goings on in Philadelphia have paid far higher dividends to her standing with the Ventrue in New York than her financial investments ever could. She still hasn't reclaimed her prized place as her sire's favored childe, but

but he gives her more credit than he used to. After the Civil War, when the talk of a World's Fair in Philadelphia ramped up, Lisbet made the decision to move here and pursue an interest in its Camarilla dealings more directly. She bought a house in Rittenhouse Square, reassigned some of her sizable roster of ghouls as her house staff, and introduced herself to Jacob Shallus in 1871.

Now, Lisbet spends her time contributing to the general Ventrue political effort, which is to say snooping on and coercing those who might challenge them, and reporting on Philadelphia's Camarilla to the Ventrue in New York. Both of these activities have continued to build her station among the American undead. Her current goal is to join Anthony Peale's Broker's Club of Philadelphia, but he and Jacob have been resistant. Anthony is concerned about bringing in a Ventrue from outside Jacob's line, and Jacob has outright condemned Lisbet's mortal family to her face for aligning with the British during the Revolutionary War. She understands their positions, but likes to accuse them both of fearing a woman in their midst because it forces them to defend allegations of pettiness in public. In truth, she also believes these kind of superficial arguments in the halls of Elysium create the wiggle room for their more substantive conversations behind closed doors.

Roleplaying tips:

Lisbet is shrewd, calculating, and ambitious. She might sometimes overplay her hand, but not usually. In most cases, she's happy to be patient and wait for her opportunities. Lisbet was born into wealth and station, so she's had chances many others, especially many other women, have not. She is educated and careful about her moves. Since becoming a vampire, one of her primary motivations is to secure the approval of her sire because he is a conduit to a higher tier of Ventrue power. She pursues this by spying on Philadelphia's Ventrue and expanding her wealth and influence among mortals. She has ambitions of reporting on Victor Laurent and his Washington, D.C. operation while expanding her financial influence nationally, but she is only now beginning to put the pieces in place. Lisbet strongly believes a place in the Brokers Club could push both of these goals forward. She is provocative and opinionated about this in public with both Anthony and Jacob, but, in private, she is much more careful and deliberate about making the case for her potentially valuable contributions to the influential coterie. She believes she will get her seat in time.

Coteries of Philadelphia

For survival and political reasons, most of Philadelphia's Kindred sort themselves into coteries. The middle and late nineteenth century in this city are full of opportunities for vampires, but unlife is still dangerous and most Leeches need a few friends to get by. Coteries are typically four to five Kindred, but groups as small as three and as large as seven are common enough, as well.

Industrial Philadelphia is an interesting and diverse place, and a coterie may group nearly any assortment of different vampires from any number of racial, religious, or socioeconomic backgrounds. While the social groupings have some tendency to mirror mortal stratification along the same lines, especially among the young, these alignments tend to be strained and reconsidered under the pressures of unlife as the Kindred age. As such, any combination of vampires living in the city may find themselves in a variety of coteries of different kinds or for different purposes throughout their unlife.

Some coteries are more permanent than others. In some cases, a coterie will only gather for occasional functions or cooperation or only emerge to address a specific issue. In others, the coterie is the core social unit by which its members survive, and they meet nightly to do so. What follows here are a few examples of different kinds of coteries in Philadelphia, as organized by some of the NPCs you've just met.

The Last Night Society

"The fights start when we say they start, and not when these animals shout the loudest. It's Last Night Society, not This Night's Democracy!" - Sean McLaughlin, Brujah miscreant

Members

Joshua Fields - Ventrue
Samuel Hairston - Malkavian
Sean McLaughlin - Brujah
Margaret DeStefano - Toreador

Purpose

The Last Night Society is a combination of hellfire club and criminal organization between four of Philadelphia's neonates, connected, young, and ambitious, yet vulnerable. The members of the Last Night Society romp together in the streets and help to shore up each other's blooming business and political efforts. Each member brings a different strength to the table, and the Last Night Society prides itself on being able to identify and infiltrate mortal secret societies and gangs to expand their influence and access in the city. Many of Philadelphia's neonates and ancillae form similar coteries which serve both to protect them and to advance their interests with some allies. The Last Night Society is among the most successful of these in 1876, but they are certainly not alone.

Presence

The Last Night Society is a nascent coterie of neonates, having formed in the early 1870s. Despite their youth, they are well-connected among both Kindred and kine. They owe part of this to the prominent lineages of some of their membership, but much of it they've earned by various boons to important Kindred around the city as well as through their inroads into the mortal population.

Joshua Fields gives the coterie a financial backbone as well as some presence and sway among the Kindred political elite. Samuel Hairston and Margaret DeStefano offer influence in Philadelphia's entertainment and nightlife sectors. Sean McLaughlin keeps them informed and influential with the criminal underworld and commands significant mortal muscle, something which Fields is also able to complement on a smaller scale. McLaughlin also helps considerably with money.

The Last Night society operates a seriously macabre pit fighting promotion in which they force ghouls to battle, barefisted and sometimes with knives or clubs, often until one or both are dead. Sometimes their combats also involve more than two people and, more than once, large animals and people. The Ghoul Pits, as they're known in the whispered circles who hear of them, are entertainment for both Kindred and mortal degenerates. Those vampires who attend are sworn to secrecy under the Masquerade, of course, but they follow the rules of the Last Night Society for a better reason: mortal influencers of all stations come to indulge in the bloodsport and it's often a good place to catch someone important doing something they wouldn't want anyone to know about. For now, the truth about the Ghoul Pits remains a risky but well-guarded secret, even to most in attendance.

Increasingly, members of the Last Night Society may show up anywhere important Kindred gather, though their degree of influence varies by venue, and they still don't gain much audience with the upper echelons of the city's authority structure. Nonetheless, they make themselves known wherever they go and take up those opportunities they believe they can leverage for boons or status down the road.

The Last Night Society

The Last Night Society will be used in the upcoming ***Philadelphia by Night*** chronicle supplement as antagonists to the PC coterie that emerge at its beginning. They are a ready made and accessible utility for Storytellers to use in that game, but their exploits begin a few years before that and you are welcome to adapt them to still earlier periods if you so choose. Likewise, if you wish to create a coterie of your own vampires to fit this kind of model with your own flavor, the Last Night Society can serve as a guide for building the kinds of common coteries young Philadelphia vampires often form for protection and profit, part secret society and part street gang.

The Gentlemen's League of Exotic Beasts

"Pour this piss on yourself and let's circle downwind, before she smells your rotten Ventrue corpse on the breeze again." - Roualeyn George Gordon Cumming, Gangrel hunting guide

Members

- Roualeyn George Gordon Cumming
- Zachary Davis
- Theodor von Steinle
- Dixon Mattock

Purpose

The League of Exotic Beasts is a recent addition to the Philadelphia landscape, an exotic hunting club founded by Roualeyn George Gordon Cumming of Clan Gangrel. Roualeyn was a lion hunter and Scottish aristocrat in life. Now, in unlife, he's seeking to make his newfound durability profitable while climbing the ranks of his newfound social elite as quickly as possible. To that end, Roualeyn has started the hunting club with intrepid members of other clans around the city. It's a small collective thus far, with each member has joined for his own reasons, but they have already traveled a good bit together, even capturing a few animals the Kindred of Philadelphia might otherwise never have seen in any number of lifetimes.

Roualeyn's plan is working. He's been able to sell animals to the Smithsonian and to zoos, sideshows, and circuses around the northeastern United States, with an eye toward the recently opened Philadelphia Zoological Gardens. What's more, his bold displays of leadership have earned him a distinguished place of respect with several prominent Philadelphia Kindred despite his young age. Unfortunately, his cavalier disregard and sometimes outright disrespect for animals and the balances of nature have earned him the contempt of his Gangrel clanmates, who have much different views on the natural world. Still, they asked him to get them a stronger political stance, and the Gentlemen's League of Exotic Beasts has helped him to do just that.

Presence

The League of Beasts, as they refer to themselves casually, has no formal presence in the city. Their pursuits are done in the wilds, both American and foreign, and most Kindred outside the circle don't know they exist unless a member has shown off a trophy to them or invited them on a hunt. Roualeyn has final word on membership, and thus far has only selected from Kindred he believes can handle the stresses and dangers of wilderness hunting for successive days as a vampire, in addition to helping him politically.

Roualeyn usually generates their expeditions from requests he gets out of his client base. When that happens, he'll send a grandiose letter to each of his fellow hunters and invite them to his lodge outside the city for a night of celebration and planning. These meetings are boisterous, drunken, and for the mortal feedstock Roualeyn provides, horribly violent and invariably fatal. The members of the League of Beasts usually engage in such a gruesome rumpus on the eve of setting out for a hunt and again when they return.

The Diocese

"Gather around, now, Sisters. It's time to take sacrament and unburden yourselves of all you learned in your travels today."
- The Reverend Mother Getrud Huber

Members

The Rt. Rev. Hans Winter
Rev. Mother Gertrud Huber
Rev. Dr. Lucas Claesson
Pastor Friedrich "The Confessor" Richter

Purpose

The Diocese is the brood of the Right Reverend Hans Winter, Malkavian Primogen. It consists of him and his three childer, who together oversee a trio of Lutheran congregations. Through these churches, the Rt. Rev. Winter exercises control over three neighborhoods. The Diocese refers both to the formal Lutheran Church diocese of which Hans Winter is the bishop and to the cluster of vampires who control it and its many congregants.

Like the Last Night Society, each of the members of The Diocese brings something critical to the table. The Reverend Mother Getrud Huber is the group's spymaster and most prolific recruiter (of ghouls; The Diocese has not embraced a new member in decades). The Rev. Dr. Lucas Claesson maintains the ecumenical ties that keep their mortal church stable as a camouflage and also brings substantial money to the group through his membership in the Brokers Club of Philadelphia. Pastor Friedrich "The Confessor" Richter is equal parts religious authority and terrifying enforcer who offers the group muscle and neighborhood connections from businesses to gangs. Tying it all together, the Right Reverend Hans Winter rules over The Diocese on both sides of the mortal divide. He preys on his vast flock of kine as he represents his brood and the rest of Clan Malkavian on the Primogen Council.

Presence

The Diocese covers the geographic region between Chestnut Hill, Mantua, and Fairmount, and sways the mortal Lutheran population therein. Hans Winter, a chronic micromanager and megalomaniac, can be found anywhere in the city his interests may lie. The Reverend Mother is usually in and around her vent in Fairmount but frequently travels to the other churches as well as the city's poorhouses and asylums. The Rev. Dr. Lucas Claesson divides his time between his church, where he executes mostly mundane but essential functions of the mortal side of the diocese, and the laboratories of Dr. Alexander Kirk. Friedrich the Confessor is is nearly always running a sermon, organizing his criminal syndicates, or terrorizing his enemies in the streets.

Additionally, the Right Reverend always shows up to Primogen Council meetings and other formal Camarilla affairs. He says it's to represent his clan but also sees it as critical to maintaining his stature in the scheme of things if he is ever to challenge Jacob for the throne.

The Brokers Club of Philadelphia

"Money is only the beginning, and only the language of control. Of course, no one should get rich in Philadelphia without paying those in this room, but nor should they grow powerful without also enabling us."

- Anthony Peale, Ventrue executive

Members

Anthony Peale - Ventrue
Prince Jacob Shallus - Ventrue
Stewart Cartwright - Toreador
Jacques Merchand - Tremere
Rev. Dr. Lucas Claesson - Malkavian
Arturo Giovanni - Giovanni

Purpose

The Brokers Club of Philadelphia is an investment and political strategy cooperative that meets on occasion to evaluate the city's financial and industrial sectors and generate as much consensus as possible on the overlapping interests its vampires inevitably hold on them. It was formed in response to the tensions brought on by the Consoli dation Act of 1854 in which many domains were subsumed into Prince Jacob's domain. The council originally set out just to resolve the financial and influential conflicts among the many groups suddenly collected in Jacob's Camarilla. Over time, and under the guidance of Anthony Peale, it saw its members and many other Philadelphia Kindred flourish as the city boomed.

As a result, Mr. Peale still sits as its chair while the Brokers Club helps inform the delineation of territory, financial affairs, and other critical Camarilla policy and to keep order among the clans. This has made Mr. Peale indispensable to the Camarilla structure of Philadelphia. He acts as an administrative peacekeeper in a way most of the city's vampires will never understand.

Presence

The Brokers Club of Philadelphia meets semi-annually in a different exclusive and opulent venue each time. Each meeting typically generates two or three additional interceding meetings and events during which the Brokers Club will host other parties of interest to their discussions and debates. Sometimes, these are strictly Kindred affairs, but often, they're exclusive galas and social events thrown to attract and seduce influential mortals. These parties, dinners, private performances, etc., offer the Brokers Club of Philadelphia a chance to scout for new opportunities and to maintain some kinds of relationships which can simply be purchased without the need to complicate matters with the members' true nature.

The Brokers Club may thus pop up anywhere distinguishing guests with lots of money and exclusive tastes can be found (or lured). Additionally, Kindred who are seeking to make serious money often seek to join the Broker's Club. They're rarely admitted, but an invitation to a party and maybe a deal are feasible. Any marginal success a vampire in Philadelphia can achieve in wooing these Kindred is typically worth the pursuit.

BRIDGES '91

Chapter Four: Blood on the Cobblestones

"Here is drunkenness; here is pauperism;
here is illegitimacy; here is madness;
here are the eternal priestesses of prostitution who sacrific for the sins of man;
here is crime in all its protean aspects,
and here is vice in all its monstrous forms."
- Dr. J. Chalmers da Costa, Physician-in-Chief, Blockley Almshouse

Constructing Philadelphia as a gameplay environment can be a complex challenge, but like anything else, it can be broken down into simpler pieces. Assembling the setting a little at a time will allow you to take it on in manageable portions until eventually you find it's grown larger than the sum of its parts.

Character Creation

Characters in Victorian Age Philadelphia emerge from a complex and diverse social fabric in a highly stratified society. Vampires and mortals alike occupy different class levels and, while vampires who can command people to give up their money can gain wealth easily, even the undead face glass ceilings and difficult climbs to the top among their own. The beginning of this book offers numerous themes and moods to help guide the atmosphere, **Chapter 3: Murderer's Row** offers a look at the clans of Philadelphia and the Kindred who live here, and this chapter offers a closer look at the mundane aspects of the City of Philadelphia in 1876. Taken together, Storytellers and players should be able to craft a versatile range of nineteenth century Philadelphia bloodsuckers and their dupes and prey.

Remember, in this time and place, and indeed anywhere in the United States during this period, everyone is out to become something more than they are. The sense of manifest destiny is everywhere you look. Fortunes and legends are made every day from the rough slums of NYC to the unforgiving mining camps of California. These stories stand as monuments to the possibilities of life in America, but beneath them lie the crushed hopes and ambitions of many failed visionaries, would-be heroes, and aristocratic pretenders who never quite attained their imagined due. The vast majority of Americans will never rise much above the social station to which they're born or escape the indignities of survival under runaway capitalism, but that doesn't stop them from trying.

Characters driven by ambition, curiosity, faith, and often an inflated sense of their own historicity fuel the stories of ***Philadelphia by Night***. Expansionism and hegemony dominate the nineteenth century American mind. The lowest apprentices, from iron workers to thuggish street urchins, all dream of the day they'll be boss. The bosses all dream of the day they'll be owners, and the owners all pine to be emperors of their own vast slice of the American pie. Everyone has to start somewhere, though. Following are some common kinds of denizens you're likely to find as you stalk the streets of Philadelphia. They are meant to give a hint of who might be around and some common starting points from which you might begin to imagine your own characters. The list is certainly not exhaustive.

Working poor

Philadelphia's many neighborhoods of row homes are mostly filled with people who work long hours in factories, foundries, shipyards, and other manufacturing or shipping industries. Work ethic runs high, but so does rent, while paychecks and morale do not. As a result, the slums and working poor neighborhoods are full of the problems you often find associated with poverty. Gangs of street urchins rob passersby, alcoholism and prostitution are rampant, domestic violence is a common occurence, pestilence abounds, and life is often short and uncertain. The working poor are frequently plagued with chronic injuries as the physical demands of their long and unforgiving work days take an early and ongoing toll on their well-being. In this time, this is the most common class of mortal living in Philadelphia, and outside of Center City, this is the most common kind of neighborhood.

Common criminals

The lower class is rife with common criminals. Thieves, thugs, pimps, bookies, and murderers stalk the streets and alleyways, preying on the unfortunate for both pleasure and profit. Some of these are independent operators or random psychopaths. Others organize into gangs and develop illicit business strategies or try to control plots of turf. The most successful ply their treacherous trades for a living or indulge their violent urges with impunity in the often neglected, corrupted, and insular neighborhood streets. Philadelphia's vampires readily abuse, manipulate, employ, or otherwise engage with the criminal underbelly of the city

Neighborhood cops

The Philadelphia Police Department in 1876 is a cobbled mosaic of the previously extant municipal police forces from the many towns and villages sucked into the city by the Consolidation Act of 1854. While it is a citywide administrative entity, its execution is largely a local affair. Cops in Philadelphia are overwhelmingly people from the neighborhoods they patrol, and the precincts hold much more sway in the streets than the larger PPD.

These neighborhood police officers are more ingrained in the social fabric than the beat cops of today who may be assigned from anywhere. Philadelphia cops in 1876 know their neighborhoods intimately, often have local family, and just as often get involved in the local criminal politics. The force is rife with corruption, but also, like other kinds of neighborhood warriors, the local policemen stand up for their part of town even as they prey upon it.

Clergy

Clergy are a common part of every Philadelphia neighborhood in this time, and they make a public presence of themselves as often as possible. Priests congregating with the people from their parishes in the parks, squares, and streets is a common sight, and often they are on a first name basis with most of the neighborhood. Churches play a very central role in most of the city's communities, with sermons and other services providing a frequent community meeting point each week. This also keeps clergy firmly ingrained in their flocks.

Urban Bosses

The urban or neighborhood boss is an important social fixture of the time. Equal parts neighborhood crime boss and political organizer, these bosses bring together the corrupt and clandestine influences of the local streets with the corrupt and public representation of their neighborhoods in city government. Bosses emerge from a range of backgrounds, from successful gang heads to insidious clergy to cruel industrial barons. The common thread is that they amass enough wealth and power to control their neighborhood on both sides of the law, taking pains to do so exclusively, then further profit from that dynamic.

Most neighborhoods have at least one boss of some kind, and some have several in concert or competition. Bosses, whether mortal or Kindred, operate on bribes, favors, and intimidation. They can help the poor put food on their table in exchange for votes and tip your luck at the ballot box for the right price, or they can have your house robbed while you're working and your shop burned while you're reporting the robbery. The urban boss both enables and enslaves their neighborhood, offering protection and opportunities at the cost of personal debt or worse.

The Middle Class

Middle class Philadelphians in the nineteenth century are a relatively small demographic. They are more like the bottom of the wealthy than a true middle class with most owning property and employing servants. The Philadelphia middle class lives around Center City and the historic and shopping districts. They are often heirs to small fortunes or operators of successful shops. People of many backgrounds achieve middle class status, and like other stratifications of the time, people are always rising to and falling from it. Middle class people can be found in the taverns, concert halls, and theaters after the sun goes down.

The Philadelphia Aristocracy

Mark Twain once famously said "In Boston they ask, how much does he know? In New York, how much is he worth? In Philadelphia, who were his parents?" The wealthy are certainly not as plentiful as the classes beneath them, but they are willfully prominent and stratified within themselves. In nineteenth century America, it's important that the wealthy be recognized for their affluence, and there are two kinds of rich Philadelphians: those who were made and those who were born.

In this era, the majority of the wealthy emerge from industrial success, political affiliation, inheritance, or a combination of the three. Some smaller number of fortunes come from stock and bond trading, and a handful of others have settled in Philadelphia after striking gold or silver in the western territories. Philadelphians who were born to well-known rich Philadelphian families, particularly with histories back to or predating the Revolution, are higher up the food chain than those "new rich" who have earned their fortunes more recently. Those who were born into such legacies and continue to expand the family name and fortune are exalted above all others in the privileged social standing of the rich.

The wealthy hold a grotesquely inflated sway over Philadelphia's political machinery and development. Hiding in mansions on the western edge of the city or in the penthouses of Rittenhouse Square south of Center City, the rich avoid much of the grime and struggle afflicting average and middle class Philadelphians. Rich people can still be found in many common places, enjoying theaters or taverns and visiting galleries, but most retire to exclusive clubs and lavish homes when their time with the masses comes to a close. Those left among the peasantry after dark are often vicious ne'er-do-wells out to prey on said peasantry, or at least going about unpleasant business under cover of night.

AT DOCK STREET WHARF.

The Fabric of Mortal Society

Mortals form many kinds of social organizations to represent various needs and functions of their societies. Circles of friends, clubs, gangs, companies, churches, cults, and political parties all emerge in the mortal population. Often vampires will infiltrate one or more of these for their own purposes or simply join because they agree with the ideas or enjoy the activities of the group. Some of these groups are mirrored by Kindred counterparts, but mortals also form some kinds of organizations that are not common or useful in the Kindred world. Of course, vampires may still choose to infiltrate or join such an organization, but it is less common that they themselves form or compose such a group on their own.

Following are some examples of mortal institutions that should shape the landscape of Philadelphia.

Neighborhoods

Most mortal Philadelphians of this time have close ties to a neighborhood they grew up in, often in which their family has lived for more than one generation. Neighborhoods are a central part of nineteenth century Philadelphia identity and will remain so well into the 20th century. Kindred and kine of Philadelphia can both benefit from being able to show, or at least pretend, that they are familiar with any given neighborhood they enter. This is doubly true if they're able to demonstrate a personal history or connection in the neighborhood. This general sense of localized camaraderie in a large city permeates everything from random encounters on the street to business dealings in shops to the politics of the city's many wards.

Churches and Cults

Catholic and Protestant churches are common throughout the city, and the two denominations hold a long history of deep animosity toward each other. The denominations tend to split along a few different ethnic lines, with British and German Protestants, Irish Catholics, and some fewer German Catholics. Furthermore, the Free African Society founded by Methodist preacher Richard Allen has given rise to a prominent Black Protestant congregation called the African Methodist Episcopal Church. Many Black Philadelphians are part of this and other Protestant movements, adding another wrinkle into an already complex picture. As such, there is no shortage of support for and recruitment by the Churches, and Kindred can and do become involved in ecumenical functions and politics.

Other religions appear in the city at this time as well, albeit to a somewhat lesser extent. Several different Jewish denominations have been here since the founding of Philadelphia, although Jews as a whole are a smaller population than Christians at this time. Islam has appeared in small pockets but hardly in any organized fashion at this point. It does exist in the city, but there are no formalized hierarchies or mosques yet. Various kinds of traditionalist faiths exist throughout the city as well, coming in with different groups of immigrants, but these will also take time to really make their presence known. In these days, such religions would be viewed through a superstitious lens as paganism or devil worship by many Christians, the most prominent faith of the day. Most of the Lenni Lenape Indians indigenous to the area have been forcibly marched out by this point, but those left who remain unconverted to Christianity continue to practice their animist religion, as well.

Philadelphia's mortal churches are a double edged sword among its vampires. The churches themselves, the real estate and ownership, are mostly controlled by mortals. Faith runs strong in the city, and some of Philadelphia's congregations host members of True Faith. Accordingly, the sacred places of Philadelphia can be hazardous to the truly damned. Still, some do infiltrate the ranks of the clergy and in the particularly foul case of The Diocese, an entire church network is run by a cruel Malkavian and his domineering brood.

Some might also argue that vampiric sects are structured in dogma and hierarchy like mortal churches, and in some cases, that is true. Philadelphia's Kindred, for example, bind their community around the Camarilla and its Traditions in similar fashion to the way an archdiocese binds a citywide community of Catholics.

Mortal cults also persist across the city, as they do anywhere you find people. These range from small animist collectives practicing forgotten pagan rites innocuously and in secret to full fledged Satanist cabals seeking to usurp, corrupt, or unmake Christian authority wherever possible. There are also Kindred cults devoted to causes and beliefs mortals would not even know to imagine.

Political parties

At this time, political identity in the Kindred world is often a function of clan heritage first, sect affiliation second, age and station third, and personal preference seldom or never. Political alliances and movements do happen, but they happen through a lens of atavistic feudalism akin to that of political nobility or church authority. The structures and drivers behind them don't really translate well in the democratizing mortal world. In the industrial age, the lines of power and political consideration in Philadelphia are rigid as a young Camarilla Prince seeks to shore up the foundations of his position.

Mortals, on the other hand, form political parties for everything as soon as democracy begins to spread. Philadelphia is home to dozens at any given time, all vying for space and time in the collective psyche, most lasting only a few short months or years. Their causes range from lower taxes to religious and racial justice to women's suffrage to immigration and poverty, and they land on all sides of those causes. New alliances are made and broken among convergent and divergent interests all the time. Urban bosses and political machines control neighborhood voting blocs and feed off of ethnic tensions and identity politics. There is no shortage of mortal political complications into which a vampire could insert themselves for fun or profit in Philadelphia.

Police

This is another kind of group which exists nominally among the Kindred but not in the same way it exists among the kine. A mortal police force, especially in a modern city, is an almost ubiquitous presence. It is (supposedly) always there to respond to disruptive or violent incidents. In Camarilla cities, the Sheriff likewise responds to violations of the Traditions, but he does not have an ever present emergency hotline that anyone can just call when someone is acting up (and neither will the mortal police for another five years or so). Mortal police forces represent a security force on the streets, a professional network across a city, and a form of binding community group all in one. Vampires do not have an equivalent but do sometimes join or emulate mortal police.

At this time, the Philadelphia Police Department does exist but is in the early process of really establishing itself in the wake of the

Consolidation Act of 1854. The Act expanded the city limits outward to give the City of Philadelphia full governmental control over the County of Philadelphia and unified their borders. The PPD is working to integrate neighborhood and town police organizations into a larger municipal force. This process has made some strides but is still incomplete. Precincts throughout the city often hold inter-neighborhood enmities toward each other, with ethnic, racial, and religious prejudices common across the force. The PPD doesn't get its first Black officer until 1881. Still, almost anyone can become involved in the police at or near the beginning of the story as the PPD expands and integrates into a more comprehensive and inclusive municipal presence.

The Military

Philadelphia has a rich military history, with all branches holding offices in the city. The Marine Corps was founded here in 1775, and in 1799 the nation's first naval support yard was built. Many of Philadelphia's Kindred spent time in the armies and navies of this or any number of other countries, and while the demand for activity at all hours of the day or night make it difficult for Kindred to commit to a full military career, some do infiltrate these organizations to the extent that they can. Others maintain ghouls and vessels among the various garrisons and the naval yards.

Universities

Colleges and universities are a prevalent part of Philadelphia life, with the University of Pennsylvania predating the American Revolution. In 1876, this is by far the most prominent college in the city, but within the next 20 years, both Temple University and Drexel University will be founded. Drexel will come to occupy the property adjacent to University of Pennsylvania, creating the University City neighborhood. Whether as occupation, academic pursuit, feeding ground, or all of the above, Philadelphia's colleges and universities offer myriad opportunities and organizations for the city's residents to engage, mortal and Kindred alike.

Scale and Focus

Philadelphia is enormous, much too large for even the most intrepid Storyteller to master completely. We haven't tried to do that in this book, and we don't recommend that you do so, either. The idea behind this book is to offer a setting that could be played as an open sandbox without requiring you to know everything. You can create the sense of scale in your setting by building focus around a few different prominent locations and letting your players' interests guide the rest. This will let you present the city consistently in a manageable, but vivid, fashion.

Scale

Chapter 2: Valley of the Damned provides a guide to important social hubs, both Kindred and kine. These range from noteworthy establishments and buildings to whole neighborhoods and districts. Based on the tone you want to create in your game, you can mix and match these as focal locations or use them as inspiration for your own locales. Philadelphia has a lengthy history for an American city, and players who are from here or simply interested in the city itself may also want to focus on locations they find personally fascinating, weaving the history and geography into their stories themselves.

It's unlikely your story will touch the entire city unless it runs a long time, which we hope that it will. The best way for you to employ the scale of the setting while keeping your games personal and connected is to pick the places and elements that serve your current arcs the best, then use them to portray your world and explore your group's interests as fully as possible.

Once you've established some staple locations (your PCs' neighborhoods, and the regular places they visit, for example), it's easier to take a look at new parts of the cast and setting and start to work them in. Over time, your group should build a growing familiarity with the setting that helps to make it more personal and accessible as it grows more expansive.

Focus

Philadelphia by Night strives to offer a healthy mix of everything an American Camarilla city can offer players in the nineteenth century. Like the scale of Philadelphia itself, the amount of content can be a little daunting. As a result, it will be important to focus on those elements that suit your game the best and avoid overextending yourself. The whole thing isn't meant to be shown off in one session; there is no need to rush it. We've tried to provide a variety of narrative mechanisms and a terrifying cast of characters from which to build your tales, and recommend introducing your players to those NPCs and thematic situations that you find most frightening, horrific, rewarding, or otherwise compelling.

Should you decide to play through the upcoming ***Philadelphia by Night: The World's Fair***, the stories therein will bring you and your players to many of Philadelphia's dark corners and opulent gala halls, so there is no wrong place to start. Any side of the city, setting, or characters, who you want to focus on to bring the themes of Vampire the Masquerade you love to life will be fine and should not interfere with the chronicles to come. Any changes that happen to the cast or setting as a result of your PC's actions can be accommodated by the later material if you want to run it.

While it may seem counterintuitive, one of the best recommendations we can make is to open the setting up as a sandbox and let your players and their characters decide where they want to focus. ***Philadelphia by Night*** is intended to be an open sandbox setting, and any time spent establishing your player characters' independent places in the city will benefit later chronicles by establishing your PCs as individuals with a real stake in things. This process can take some work, but it's fun, giving your players a hand in building the focus of the game.

Your biggest task getting started will be to come up with a story or two that can involve your players (we offer a starter campaign in the next chapter). Once you've got them working toward their own interests and involved with who/whatever you want them involved with, you can start mixing in NPCs and the events of your story with the outcomes and consequences of their other personal actions and relationships. In this way, you build a living and breathing Camarilla city together with your players which represents both this published setting and the custom creative additions of your entire table. Everyone should feel they have a piece of the pie before long, along with some in-character drive to seize more.

Chapter Five: Herman's Revolution

"Hide not your Talents, they for Use were made.
What's a Sun-Dial in the shade?"
Benjamin Franklin, Poor Richard's Almanac

The year is 1852, and all around the city are rumblings of change. Prince Jacob Shallus and his Primogen Council have been steadily guiding the mortal politics toward a massive domain expansion, which will eventually manifest in the Consolidation Act, though not for another two years. The Kindred of Philadelphia have flourished under Jacob's rule for the past two decades, and most support his efforts. They look forward to a time when they can space their domains out and access a larger pool of mortal prey under a stronger banner.

Those living outside the city limits are an entirely different story. The Kindred of suburban Philadelphia have different outlooks on the impending sweep of Prince Jacob's rule, depending on their own social stations. Many have spent a lifetime or more establishing their own domains and become kings of their own suburban hamlets. For them, the hegemony represents an intolerable violation of sovereignty for which they've bled through mortal generations. For those living under the rule of such fiefdoms, conditions vary, and many hope the coming expansion of Jacob's domain will afford them a chance to break free from any number of terrible indignities they suffer nightly at the hands of their current Kindred "leaders."

One such suburban despot is Herman Klaus, a Brujah Anarch who refers to himself as Baron of Roxborough. Those under his domain privately disagree over whether Roxborough is large enough to warrant such a position, and even more so over whether Herman deserves to lead. One thing is for sure: nobody has had the nerve or power to face him down, and he rules with an iron fist.

Many Kindred from the suburbs of Philadelphia consider resistance against Jacob, but only Herman and a handful of his supporters actually take up arms. This story is about the Blood Hunt of 1852, the terminal episode in what has become known as "Herman's Revolution." This campaign offers a glimpse of Philadelphia just before consolidation and gives players the chance to experience a major challenge to Prince Jacob Shallus on his rise to power firsthand. It also introduces them to a few different areas of the city and the suburbs which will soon become the city. Players may make any kind of starting Camarilla character for this campaign. If they are young enough, and if they survive, they may also persist through the additional published campaigns of ***Philadelphia by Night***

...everything from here on is
for the Storyteller's eyes only.

How to use this scenario

The Herman’s Revolution module consists of a series of locations and corresponding events that players can discover and move through in different ways. Not all playthroughs will involve all locations, though some probably will. Storytellers who want to run this adventure should read the entire thing before proceeding. Each location offers clues to guide the player coterie to the other locations as well as challenges and dangers along the way. Some of them have ambushes and other treacherous encounters. You should take a little time to get to know the locations so you know how to handle them as they come up and where they may be leading.

Character creation

We provide Herman Klaus, but you should have some fun making other vampires to be his Anarch cohorts. This is a great opportunity to practice making ***Philadelphia by Night*** characters and to make sure you’re familiar with your cast. You can make them as memorable or generic as you want; they are not intended to survive this campaign (unless, through some intrigue, you want some of them to escape capture or judgement). You should make them around the same starting level as your players’ characters for a bal-anced experience. Placing your Anarchs around the locations for which the players will look for them is likewise a good opportunity to think about each location and customize the descrip-tions and encounters to your liking. We provide an overview, but you’ll want to prepare a little for your own presentation style.

A Brief Overview of the Three Acts

Act I: The Mutiny brings players into the action with a brief introduction to the Prince and his closest allies, followed immediately by an attempt on Jacob’s life while the PCs are present. They’ll be expected to defend Jacob during the assassination attempt by the Anarch Baron Herman Klaus, who seeks to destroy the Camarilla base of power before Philadelphia expands.

Act II: A Revolution Denied is the meat of the story, covering several nights to a week (depending on your pacing) during which the scattered rem-nants of Herman’s forces are hunted down as they try to regroup and mount a second attack.

Act III: The Trial is an open ended and incomplete segue into you running your own Philadelphia stories. We’ll give some advice about how to deal with the closure and aftermath of this campaign and any player characters who have survived, including those who have turned on Jacob and the Camarilla.

Baron Herman Klaus

Nature: Autocrat
Demeanor: Rebel
Clan: Brujah
Generation: 8
Str. 4, Dex. 3, Sta. 4
Cha. 3, Man. 3, App. 2
Per. 3, Int. 3, Wits 4

Alertness 2, Athletics 2, Brawl 4,
Intimidation 3,
Leadership 3, Streetwise 3, Subterfuge 1
Etiquette 1, Firearms 2, Larceny 1, Melee 4, Ride 2, Stealth 1, Survival 3
Academics 2, Enigmas 1, Investigation 2,
Occult 1, Politics 2

Celerity 2, Potence 1, Presence 3
Allies 2, Resources 2, Contacts 3, Generation 5
Conscience 2, Self-Control 4, Courage 5
Humanity 5, Willpower 8
Blood Pool 20, 3/ turn

Act I: The Mutiny

It's an early summer night in 1852, and the player characters have all come to Elysium to talk over an issue of importance to them with Prince Jacob. Their particular agendas are not important to the larger narrative, but if you'd like to have each player come up with some grievance or other matter they'd like addressed as part of the introduction to their characters, feel free. They may also build a cohesive coterie to start and bring a common issue to the prince. The important part is that, as they leave the Prince's office (together or individually), he asks them to see Jean-Paul Boucher in the lobby before they go. Jean-Paul will mention that he needs them to stay around for a little bit tonight. Astute characters might notice the usual harpies and the Keeper of Elysium are not around. If pressed, Jean-Paul concedes there might be some trouble brewing, but won't elaborate yet. If any of the PCs attempt to leave, Isaac Normand physically blocks them from doing so.

Once Jacob has visited with all of the PCs, he will join them along with Jean-Paul and Isaac in the foyer. He'll tell them that he expects a group of Anarchs to make an attempt on his life when he exits the building. He also expects Jean-Paul and Isaac to be able to handle the situation, but believes the chances of thwarting the attack improve dramatically with more hands on deck. The PCs have very little choice about whether to participate in this unannounced defense of their prince, but rather than wave the stick in their faces Jacob will make clear that each of their issues can be resolved favorably as long as they help with this. If any of them try to flee, Isaac will make no bones about killing them.

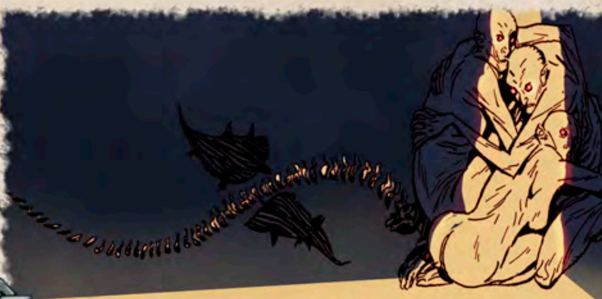
Jacob leaves first, while Jean-Paul and Isaac hunker down with the PCs inside the building to set up their counter trap. Jacob only makes it a few yards down the street before Herman and his cohorts pounce. At least eight Kindred swarm from out of the alleys and off the surrounding rooftops, ready to rip the Prince of Philadelphia to shreds, but he simply turns and dashes back inside the doors to Elysium. At this point, Isaac and Jean-Paul will order the PCs to charge and bull rush out the doors to meet the pack of assassins. Jacob will also return immediately to the fray, but alongside the PCs and behind Isaac and Jean-Paul.

At this point, everyone should roll initiative as they start to engage the gang of Anarchs. This combat should not take long, however, as Isaac and Jean-Paul are both vastly more powerful than anyone else in the brawl. The PCs should take on opposing targets as they can, but within a round or two it should be easy for the Brujah and Toreador Primogen to cut the hit squad in half and send the rest fleeing for their very existence. The assassination attempt is written to fail, so ideally all of the PCs should still be intact, along with the Prince and the two Primogen.

When the dust has settled, Jacob will round everyone up and announce that Herman Klaus is now anathema in the City of Philadelphia and the surrounding boroughs. He'll declare a Blood Hunt on Herman and his surviving minions, despite Jean-Paul's objections to sanctioned diablerie. Further irritating Jean-Paul, he'll make mention that "Arturo's information was good," and they'll need to make sure he's compensated. Meanwhile, no Kindred in Philadelphia is to give the Anarchs quarter, and any caught assisting them outside of Philadelphia will be considered among their ranks.

He directs Jean-Paul to spread the word among the Toreador, and deliver the message to the Malkavian priest Hans Winter and his coterie, The Diocese. He tells Isaac to let the Brujah know and reach out to Desiree of Clan Nosferatu and Eileanór of Clan Gangrel. Jacob himself will inform the Ventrue and visit the Tremere Chantry. The PCs are free to do what they will for the rest of the evening, but it's very late and Jacob will finish by telling them he expects them all out on the hunt the next night.

You should mention to your players at this point that their best chance of catching some of the fugitives, earning both clout with the Prince and a diablerie if they succeed and so choose, is to work together. They do not have to do so, but will find they have more agency as a group than they do alone.



Act II: A Revolution Denied

The following night, if the PCs have made arrangements to meet up and hunt together, allow them to do so. If they haven't, Zachary Davis will show up at their doors, excited to get started and aware that the PCs were there for the assassination attempt. Use Zachary to round up the group and get them together (don't force anyone, but a strong push here is fine). If need be, he'll go door to door to round up those vampires who were around when Baron Herman attacked Jacob. He is acutely interested in working with the people who saw the attack happen, and will seek the PCs out even if they decide to rendezvous independently.

Zachary is a valuable resource for the players. A neighborhood boss in his own right, he has strong foundations in both the streets and the politics of Philadelphia and its surrounding neighborhoods. He is also the well-known grandchilde of Prince Jacob, and he can provide some guidance to get them started. Zachary has a few ideas about Anarch sympathizers in the city who might be helping Herman or the others, and his drive to advance his station with the Ventrue makes him highly motivated to root out the usurpers.

The Autarkis Informant

Zachary's first lead is a Toreador named Elizabeth who fancies herself the subject of no Kindred authority and likes to court what she believes are the fringes of vampire society. She knows every Anarch, Autarkis, and sympathizer in the region and plays manipulative games among them for her own amusement. Elizabeth is no real revolutionary, however, so when Zachary makes it bluntly clear that abetting them makes her a direct target of the blood hunt, she'll readily spill what she can to stay in his favor.

Elizabeth can point the party to three leads:

1. She knows the location of Herman's Anarch headquarters, where he and the others likely met to plan the attack on Jacob. Herman owns a farm in the northwestern suburbs where he holds meetings with the other regional Anarch leaders. They've been going on up there about the oppression of Jacob's court and his inappropriate youth for years, but Elizabeth has never heard talk about anything this ambitious.

2. Abigail Green, another Toreador who calls herself the "Prince of Northern Liberties," was likely approached by Herman but Elizabeth doubts she was involved. The two of them had discussed bringing terms of fealty to Jacob in the near future, and as far as she knows, Abigail is ready to join the Philadelphia Camarilla when the time is right. Elizabeth says Abigail can be found at her private after hours club, where she entertains high class clientele until late into the night.

3. Another suburban Anarch ruler, Baron Gregory Clarke of Blockley Township, may know more. Elizabeth knows less about him, but he is one of the other sizable local powers outside of the Camarilla. Baron Gregory operates out of a tavern in Blockley. She knows the place, but little else about him.

From here, the players will need to make a decision about which of these leads to follow first. It is possible they will go for more than one in order to be thorough, but once they begin there are a variety of paths they may take through this story. It will depend primarily on what they find along the way and how they respond to it. Following is a list of locations, starting with those mentioned above. Each location is furnished with details about the locale itself along with the incidents to happen there and any information the PCs can/ will gain by investigating.

Storyteller's note: There is no wrong way to get through this story even if the player's abandon the Camarilla and decide to join Herman! If players miss certain parts of the landscape, it's ok. You can have NPCs piece together the events that happen at those places for them as they go. Someone from the Camarilla will ultimately be involved in all of these places and incidents and eventually the full picture will emerge. No single play through is likely to hit all of the possible events.

If, at any point, your players decide to turn on the Camarilla and join the Anarch rebellion, please see the last entry in this section, 'Joining the Revolution,' before going any further

1. Herman's Farm - Roxborough

Herman keeps a farm in Roxborough where he made his claim to sovereignty before attacking the Philadelphia establishment. The property is a dark sprawl of mostly untended fields and forest with a small complex of stables and barns and a farmhouse. Herman and his Anarch cohorts used the property to feed on mortals they kidnapped from the surrounding areas and to hide from the sun. The farm appears deserted when the PCs arrive, but Herman's prized ghoul is there, awaiting his master's return, and if the characters find the ghoul, they can interrogate him. He'll be tough to break, but if they get him to talk, he knows the identities of all of Herman's cohorts. He can also tell them where to find the room where Herman and the others made their plans. The PCs can also find this room by successfully investigating the property along with a barn full of human remains where Herman and his friends would slake their thirst.

Before the players are able to get any more out of him, two of the would-be assassins return to the farm by coach. If the group encounters them, they'll attack immediately. Seeing that they're outnumbered, the Anarchs will flee if the fight starts to turn against them. In any case, after a brief scuffle, the Rt. Rev. Hans Winter will arrive with members of The Diocese, and the Anarchs will take off if they can. If not, they'll fight to the death, given the chance.

If the players manage to somehow get one of the Anarchs to talk before they flee or die, or if they stay hidden and listen to them talk, they can find out about a gang of more Anarchs in Fishtown (see *Location 4*) who are planning to help Herman's next efforts. This is also the location to which these Anarchs will run if they're able to escape. The players can also learn about this group in the room where Herman made his plans, along with a list of the potential allies he intended to recruit, including Abigail Green (see *Location 2*).

2. Abigail Green's Club - Northern Liberties

The entrance to the club is found down a dark, narrow alley and through an innocuous doorway with a much more conspicuous guard outside of it. Despite its modest facade, inside the decor at once turns lavish. Abigail's place is coated in leather and felt and caters only to the wealthy business aristocracy from the Northern Liberties, surrounding townships, and Philadelphia. Zachary will have no problem getting in, but other characters might depending on their appearance, and, if known, their clan or social standing. Zachary can help with this, since the matter is of urgent importance to the Camarilla, but unkempt, unseemly, or apparently low class characters will get some resistance at the door.

Once they're inside, the door man will send someone for Abigail and have the group wait in an opulent lounge until she arrives. She'll push back on their intrusion to some extent, but once Zachary starts unloading about what she knew and when she knew it, Abigail will be quick to try and contain the fallout. Elizabeth was right about her;she does not want to land on the wrong side of this or the impending expansion of Philadelphia. Abigail will gladly give up the name of Herman's most likely co-conspirator. Gregory Clarke, who calls himself the Baron of Blockley Township (see *Location 3*), has hated the fact that the Camarilla cornered Philadelphia proper for decades. Abigail is sure he'll be involved in some way and can confirm his tavern is a good place to find him.

Abigail can also throw the group another tip as a show of good faith, to appease Zachary. Her sources have all but confirmed the location of a safehouse in Frankford Township (see *Location 5*) where Herman or some of his associates may be hiding out. She doesn't know much besides an address and a few reliable rumors that they may have run there.

3. Gregory Clarke's Tavern - Blockley Township

Baron Gregory Clarke owns a pub in Blockley Township, beneath which he's had two basements dug. The first serves as his courthouse and the second, beneath the first, as a prison where he and his closest keep mortal vessels and, sometimes, their enemies. Gregory also has a well-hidden emergency haven chamber even beneath the sub basement, where he is hiding one of Herman's Anarch hitmen.

When the players approach Gregory, he is unsurprised and unwilling to negotiate with them. He won't give up the hidden Anarch easily and he won't make any effort to pretend he's sympathetic to Jacob. He will deny being involved in the hit or knowing anything about it, and ultimately he'll challenge the group to do something about it, and him, if they don't believe him.

This is a tough fight to win. Gregory has three other Kindred with him and they are all secretly involved in planning a second hit on Jacob. If the players try to attack Gregory and his coterie, or provoke them to violence, Gregory will drop his pretenses and start trying to recruit them to Herman's cause*. He'll also loudly demand to know whether Abigail Green (see *Location 2*) gave him up (whether the players have met her yet or not). If the PCs defeat Gregory, or if they decide to join him and Herman (in which case they'll have to turn on Zachary, who will do his best to escape), they can gain access to the sublevels of his tavern.

In the first basement, they can find a large meeting room and several smaller offices. One of these will have detailed plans regarding the second hit on Jacob, which is to take place at his haven in two nights. Gregory and Herman have been plotting this contingency since before the first attempt, and plan to surround the house and firebomb it with Jacob inside. If the PCs successfully investigate the planning room, they can also find out that some of Herman's allies are planning to regroup at a safehouse in Frankford Township (see *Location 5*).

4. The Anarch Gang Hideout - Fishtown

The PC coterie can learn about the Anarchs of Fishtown either when visiting Herman's Farm, or the Frankford Safehouse (see *Location 5*). It's possible they've chased two of Herman's surviving allies back to this location, but in any case, the group is three Anarchs who helped Herman and his minions get safehouses, and they are now planning to join his second effort. If the PCs don't rush to attack them, they will try to recruit the coterie into the revolution. If Herman's other allies make it to this location in flight from the PCs, they'll juststart fighting right away. In either case, if the players don't agree to join them, this location turns into a massive and dangerous fight that severely damages the house it happens in and possibly spills out into the street.

If the Anarchs can be captured and successfully interrogated, they can give up information on two more safehouses: one in Frankford Township (see *Location 5*) where the next attack is to be staged from and the other along the Schuylkill River (see *Location 6*), where Herman and his Anarch rebels plan to escape by boat after the assassination. They also know there's a second hit coming, but they have no details yet. Chances are the Anarchs will not talk willingly. They will die or escape first if possible. In that case, the safe house addresses can be found in their house on a successful investigation, along with a letter telling them to rendezvous at the Frankford location.

5. Anarch Safehouse - Frankford Township

The safehouse in Frankford is dangerous no matter what, but the later the story gets the more deadly it becomes. If the PCs kill or otherwise neutralize the other Anarchs they've rooted out to find this place, then there are only two of Herman's original group hiding here. If anyone has escaped them from Herman's Farm, Gregory Clarke's Tavern, or the Fishtown Gang Hideout, this is the safe house to which they'll have fled. That means there could be any number of paranoid Anarchs roaming around the house, ready to fly into a rage and diablerize a Camarilla leech. No matter who is here, this house has several barrels of kerosene and gunpowder in the basement and the Anarchs plan to torch it when they leave.

Like the Anarchs in Fishtown, the rebels here in Frankford will also make some effort to recruit the player characters if they have a chance. They're much less patient, however, as this place is part of a further stage of their plans and they have to protect the mission. If a fight breaks out, they'll try to execute their plan to burn the house down and flee.

The Anarchs here know the entire plan, and could feasibly be interrogated into giving it up. Likewise, there is evidence in the house pointing to the rest of Herman's plot but it is very tedious to get to it before chaos erupts, likely in the form of a raging inferno. Still, if the players are able to interrogate the Anarchs or investigate the house before it or they are destroyed, they can learn that the Anarchs have discovered the location of Jacob's haven (see *Location 7*) and where that is. The rebels plan to surround and seal the house when they're sure the Prince is inside, ideally with his most powerful allies. They then plan to burn the house to the ground and take a stand to try and kill anyone who comes out. They know it's a desperate gambit given what happened on the first try, but the Anarchs of the Philadelphia suburbs see this as their only shot at retaining their sovereignty. The players can also learn or confirm that the escape plan is being staged at a riverboat company on the Schuylkill River (*see Location 6*).

6. Anarch Safehouse - Schuylkill Riverboat Co. Docks

One of the Anarchs has hijacked a steamboat they plan to escape on after the hit and Dominated the crew into submission. Herman and his allies expect to need to lay low elsewhere for some period of time. How long will be a matter of whether they succeed or not. The Anarch at the docks will try, without much conviction, to recruit the PCs, but he really just wants to buy time. If he can get out of the Riverboat Co. building and onto the boat itself, he'll try to disembark and save himself. If this happens, Herman's last expected means of egress will be cut off later in the story. Alternatively, it's also possible for the PCs to take over the boat themselves and set a trap for Herman here, though of course they would also want to prevent him from killing Jacob.

7. Jacob's Haven - The Main Line

Jacob lives in a large, secluded mansion in the affluent Main Line district, just west of the city. The property and house are larger than Herman and his cohorts realize, but they will nonetheless attempt to surround the house and burn it if left to their own devices. This is their final effort to wipe out Jacob and scatter the ambitions of his expansionist Camarilla court. The player characters can warn Jacob of this any time after they find out. If they do, he will decide with little hesitation that it's worth sacrificing the haven to put down the revolt. In this case, Jacob will work to build a sound ambush strategy at the house when the Anarchs show up and no one will actually be inside. If the players have not gotten the chance to warn Jacob, they may arrive just in time to try and fight off the Anarchs and save him from Final Death.

The number of Anarchs who show up to aid Herman's attack is directly related to the number who have been killed or captured during the course of the story. The more effectively the PCs have dealt with Herman's allies, the less help he'll have available and the less effective his attack is. If he still has a lot of friends, the situation is much more dangerous for the players. Likewise, if they've successfully warned Jacob, they will have more allies there to fight against the Anarchs (and more competition for the potential rewards of Amaranth).

Isaac Normand and Jean-Paul Boucher, among others, are once again with Jacob and likely to tilt the odds against Herman and his Anarchs no matter what. When Herman's group is cut down to four or fewer, those remaining will try to escape.

8. Herman's Last Stand

Once it's clear that Herman isn't going to succeed, he and his remaining allies will try to escape. This involves a wild tear back toward the city to rendezvous with the riverboat and escape down the Schuylkill River. Herman and the surviving Anarchs will now do absolutely anything to get away, and their flight from justice will be vigorous and violent. There is no more reason to hit the brakes here, this is their last chance to escape from a spate of violence and political upheaval they could never hope to repair. Herman will lash out at anyone, destroy or damage anything, and stop at nothing to get to the boat. Nonetheless, his chances are limited, and it's possible that the boat has either left without them or is now under control of the players or other members of the Camarilla. His desperation is palpable and extremely dangerous.

Additionally, coteries of Kindred are also closing in from around the city, having been on their own blood hunts for Herman and his allies. As he proceeds toward the river, other vampires are likely to join in the chase. He can be allowed to make it to the boat, and the fight can end on the river, but the Storyteller should not allow Herman to escape. If the PCs don't kill him, someone else should capture him. Regardless, if Location 6 has not yet been discovered, you can feel free to add the wrinkle of a crew and even a host of mortal passengers or revelers on the boat. Additionally, no matter who or how many Anarchs the PCs have killed, some will be captured from around the city and brought to trial in Jacob's court.

Optional challenges

You may wish to make Herman's Revolution more or less challenging, depending on the experience level of your player group. For newer groups, feel free to make fewer Anarchs for them to come across and fight, or make the Anarchs they encounter less powerful and easier to destroy.

On the other hand, for more experienced groups who want a challenge you can make the Anarchs sturdier, meaner, and more aggressive. Maybe they start counterattacking the characters' havens or make an effort to kidnap some of them. Herman's Revolution chronicles a guerilla attack on the establishment of Philadelphia, so if you'd like it to be more dangerous and chaotic you should feel free to turn up the heat. It also takes place nearly 25 years before the core setting material here, so if PCs are killed it's no big deal but if they survive that can also work. This portrayal of events is meant to offer a solid middle ground between presenting the story, challenging the players, and offering up some action-packed exploration of a new setting. By all means, tune it to your group's liking and the needs of your stories.

Joining the Revolution

If your players decide to join Herman's cause, you should still use the material in these locations and events to guide their experience of the story. Instead of coming across these places through investigation, have the Anarchs reveal them after tedious tests of trust in which they have to try and damage Camarilla interests at their own personal peril. When the PCs get to the locations in this section, throw Zachary Davis back at them with a fresh coterie of Camarilla vampires ready to make their name and get away with diablerie.

Please note that while it's completely fine to play this way and can be a terrific way to enjoy this story, PC involvement in Herman's Revolution does not make it more likely to succeed. You should not offer the Prince up for them to kill in this story unless you want to dramatically change the social fabric of the setting from the outset. Published material subsequent to this will accept that Herman's Revolution was a failure and that Jacob survived, while Herman did not. Future publications will also assume Zachary Davis survives, but he'll be easier to replace than Jacob if killed.

Act III: The Trial is deliberately left incomplete and flexible to allow it to segue into your own campaign, making room for player characters who have survived their treason to stand judgement for their crimes and raise a defense. If they survive Act II, the fates of traitors appear grim but are not yet sealed. Playing for the other team is a doomed path through this story, but it is as viable a path as any. Still, you should never run a coterie of Anarch traitors as an easier experience. The revolution becomes more and more difficult, and in the end it is impossible for them to win.

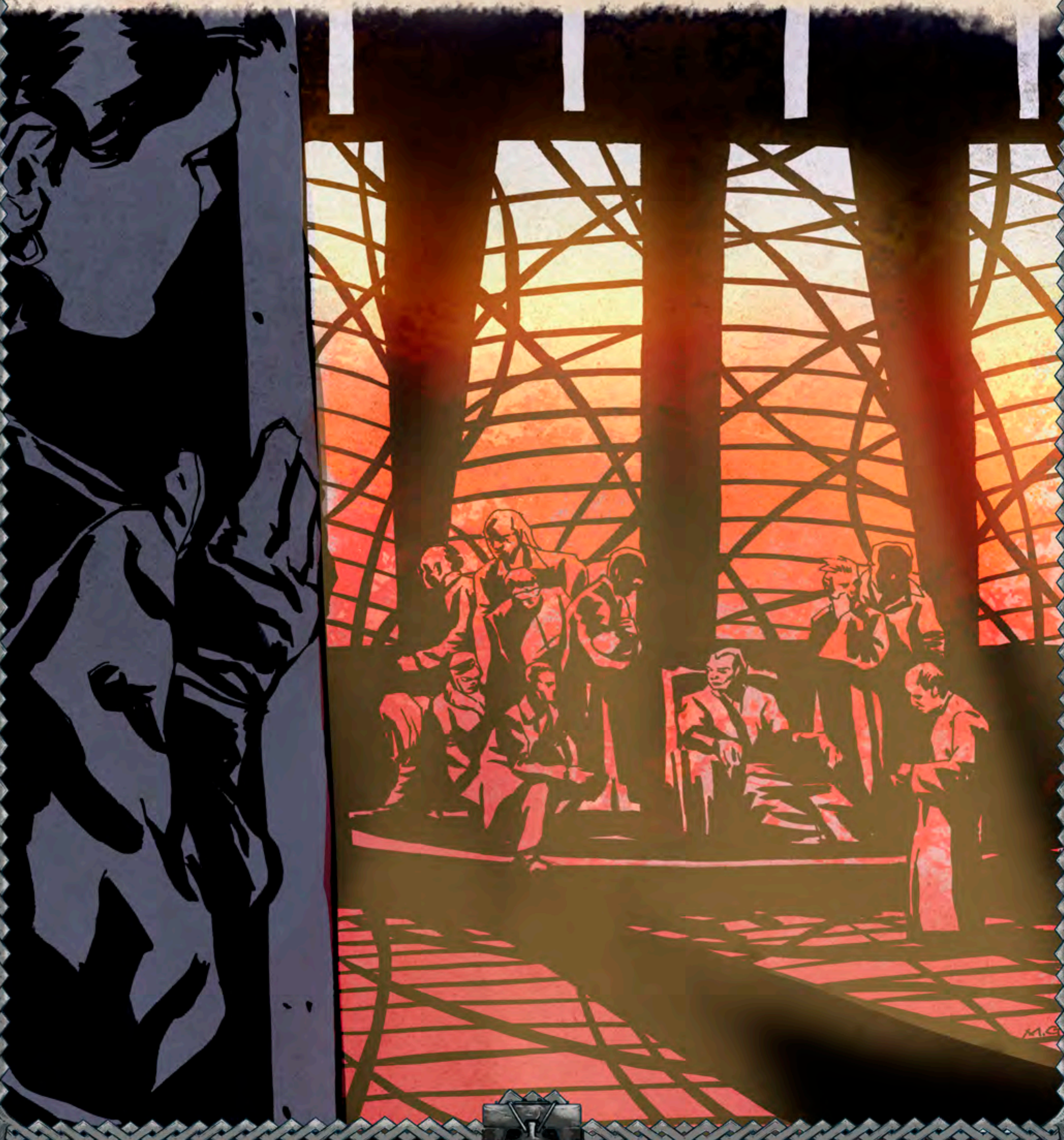
Possible Anarch Tests of Fealty

If the PCs decide to join Herman's cause, they'll be tested before they're trusted. This is a short list of possible things they might be asked to do in the name of his rebellion, but feel free to come up with your own special events if you want to.

- Give up the locations of other Camarilla vampires and go with the Anarchs to attack their havens.
- Provide intelligence on the Prince's most powerful allies and prove the information.
- Act as a double agent, fooling members of the Camarilla to learn more about them or to mislead their hunters and spies.
- Participate in attacks on forces aiding Jacob's hunt.

Act III: The Trial

Once Jacob and the Camarilla have put down the insurrection, Jacob will seek to make an example of those who have stood against him. Those Anarchs who have been caught, no fewer than five in addition to any PCs who have joined them (and lived), will be thrown into dank subterranean cells to await trial. If the PCs have been helpful to the Camarilla's cause during the course of the blood hunt, they will be called as witnesses. If they volunteer, they may even be picked to prosecute the cases against the Anarchs. These avenues of continuation are up to you, and this portion of the story is flexible depending on where your player group has ended up. No matter what, all of the NPC Anarchs will be convicted and staked out for the sun (unless you decide to extend their intrigues). Player characters who have rebelled may be, as well, or perhaps Jacob and his inscrutable allies have something more in mind for them. It's all up to you…



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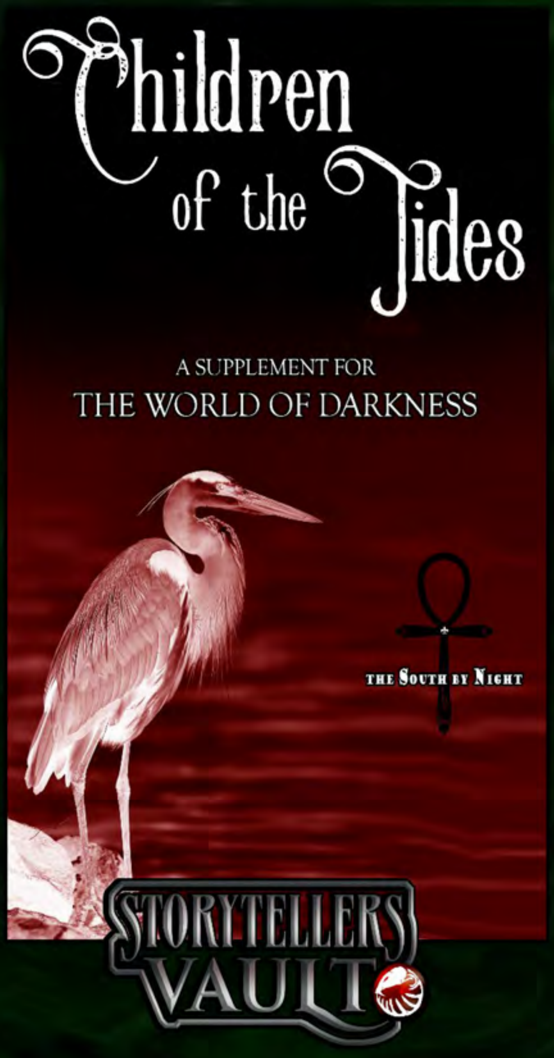
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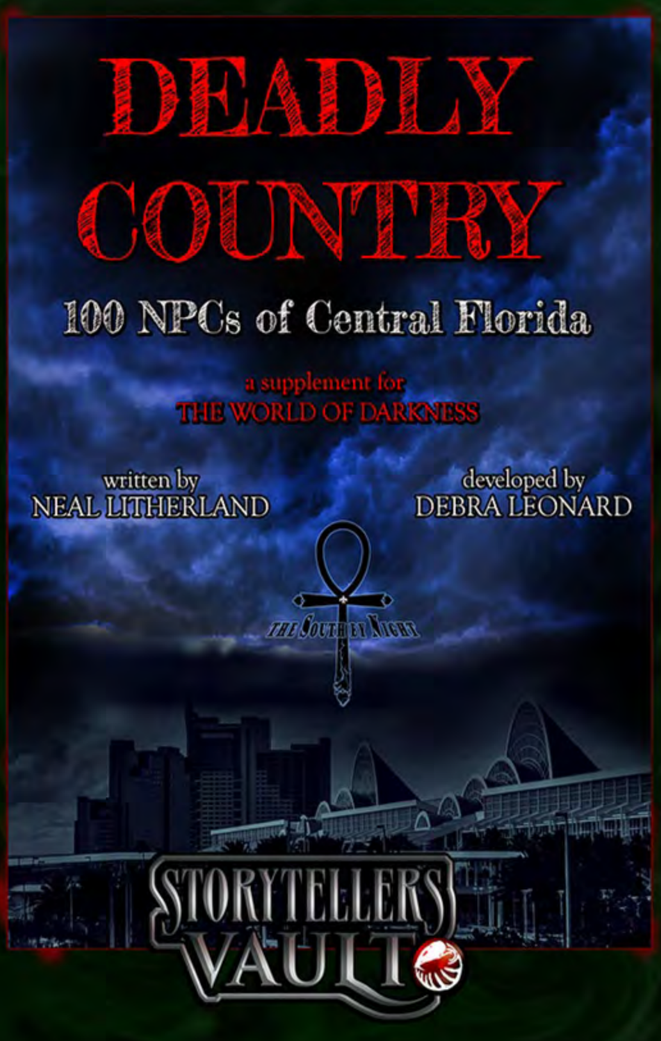
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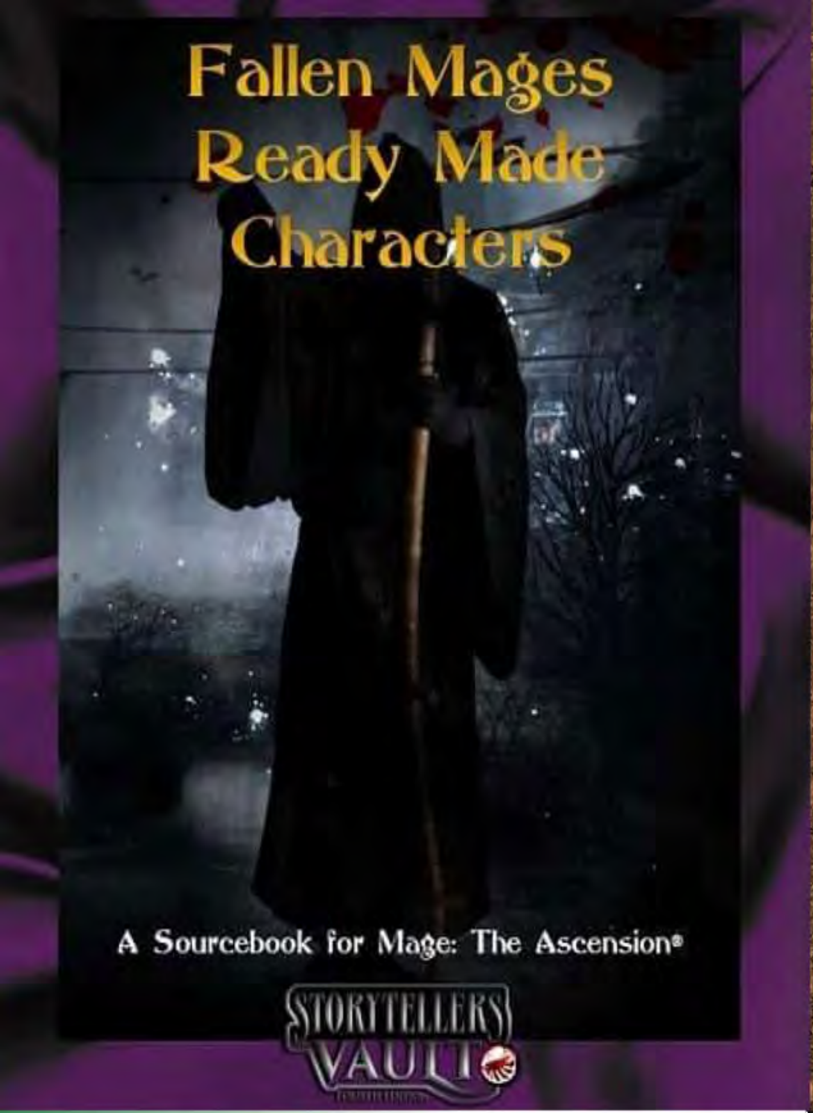
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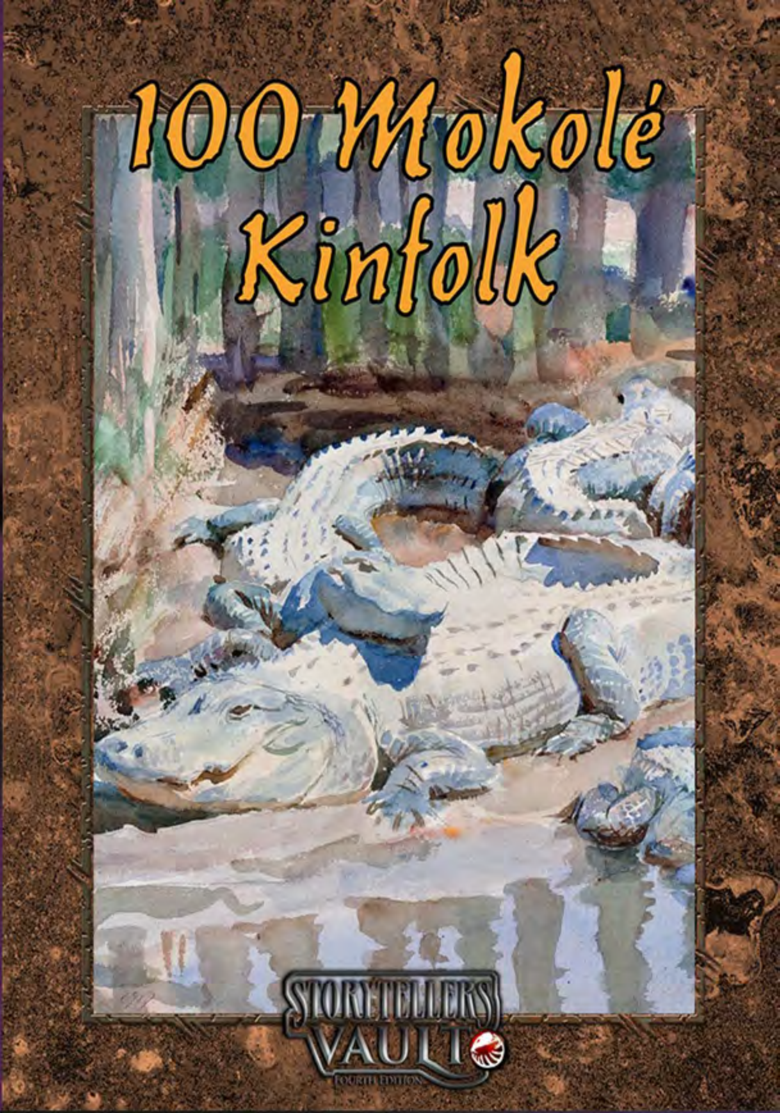
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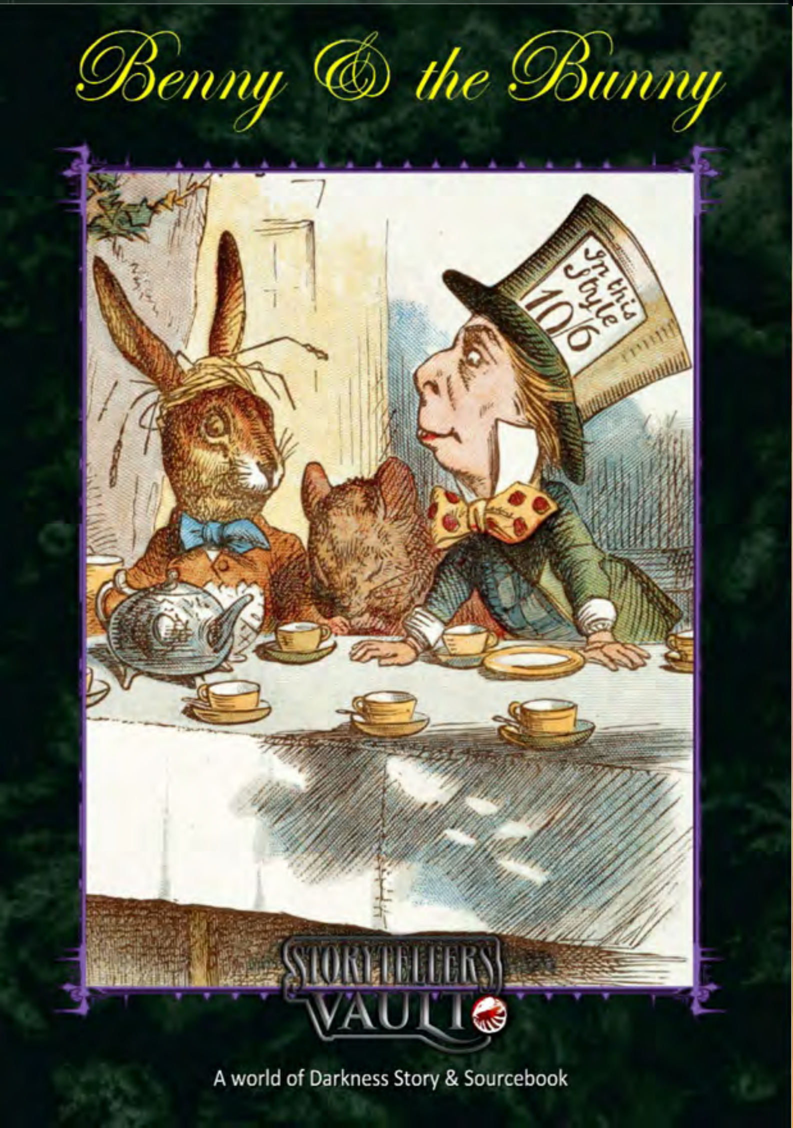
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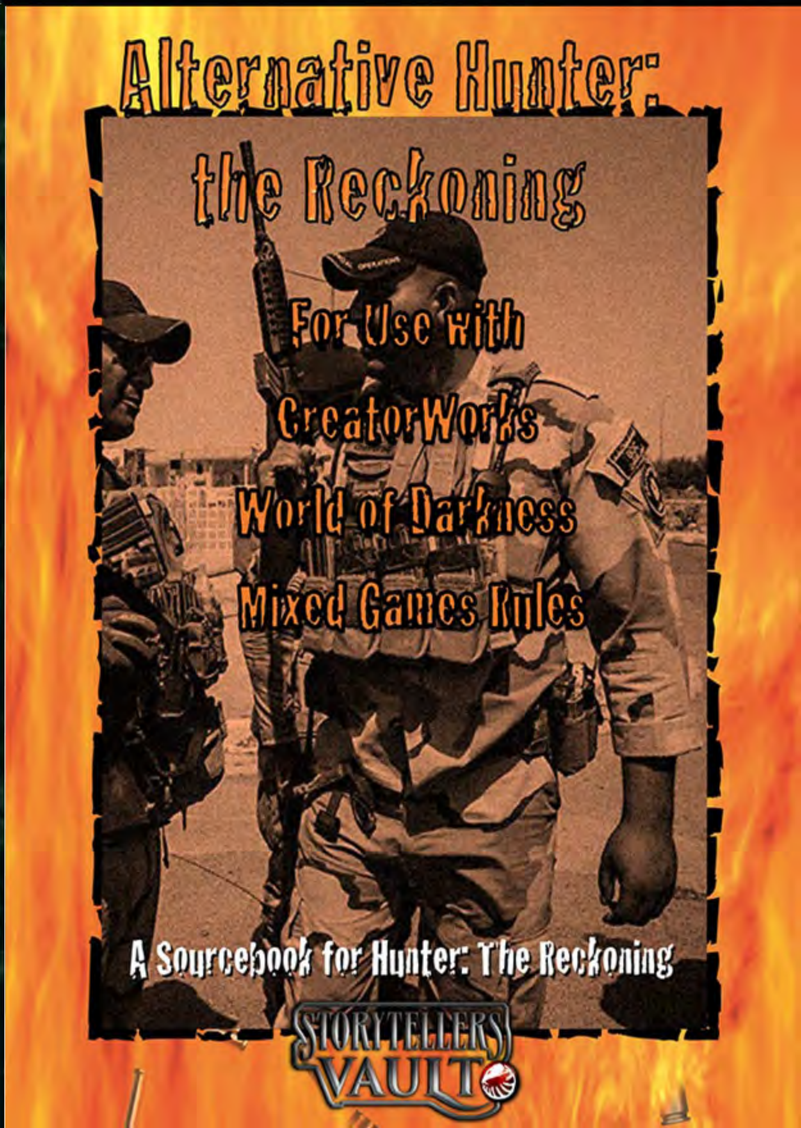
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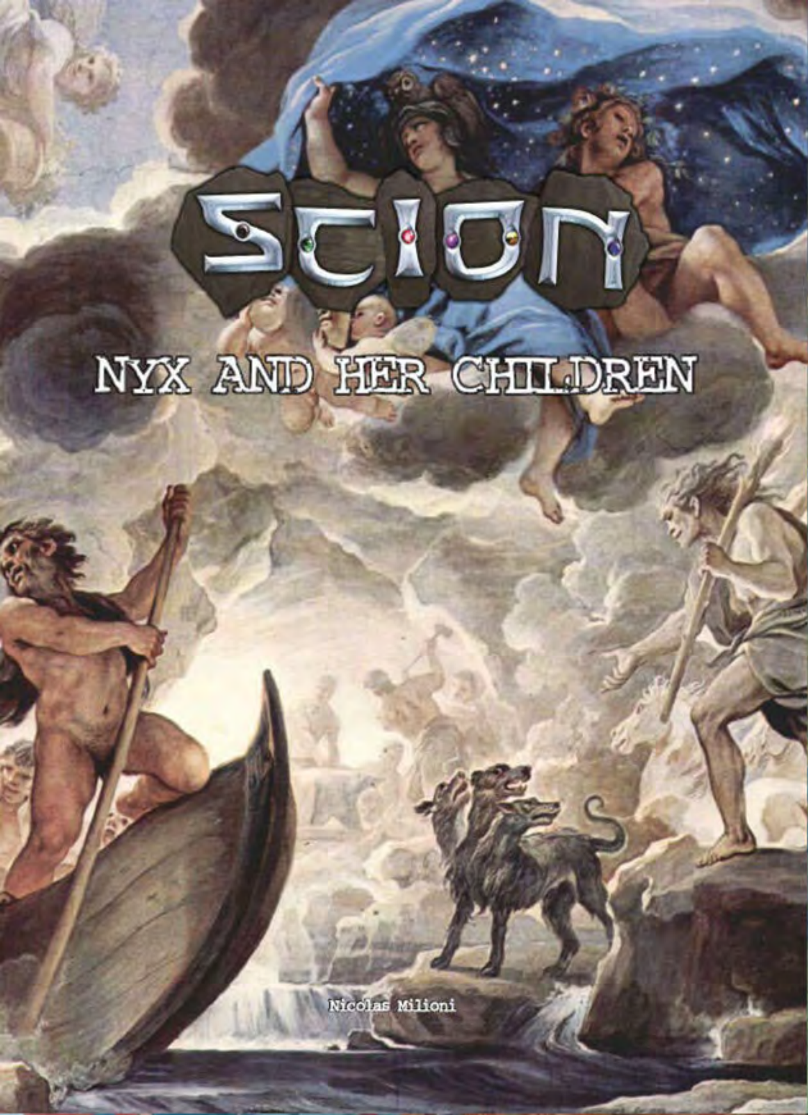

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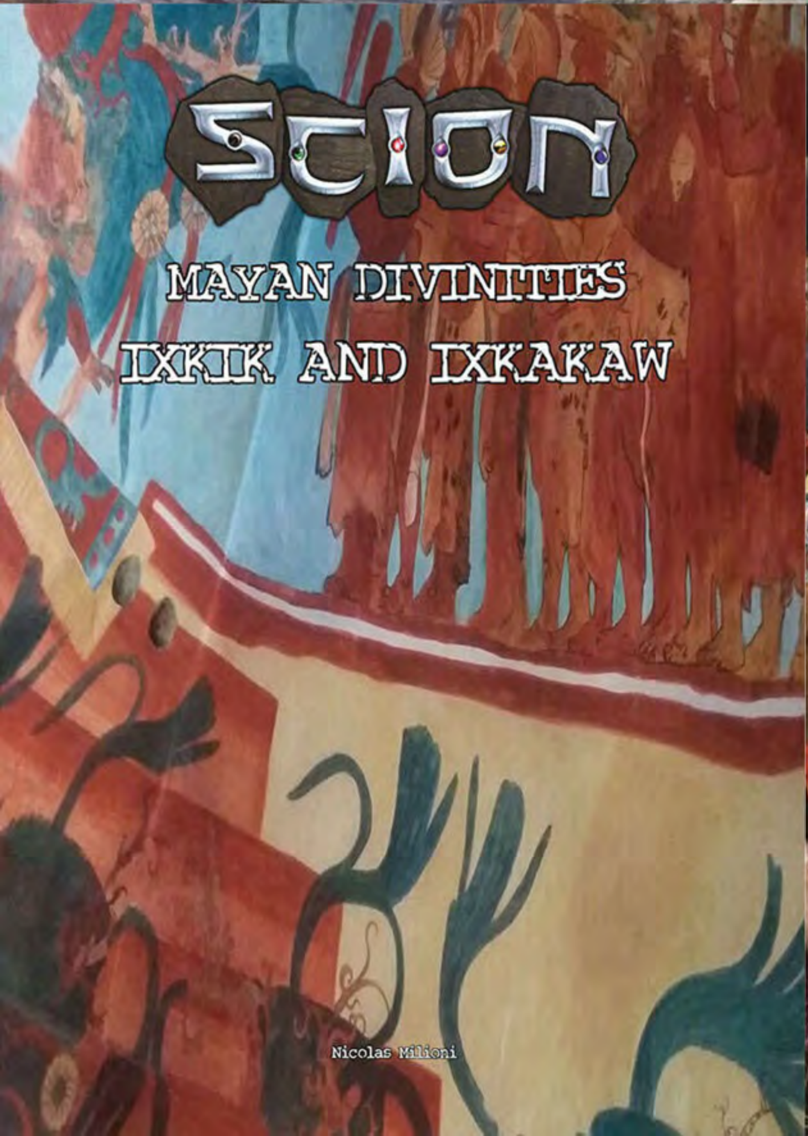

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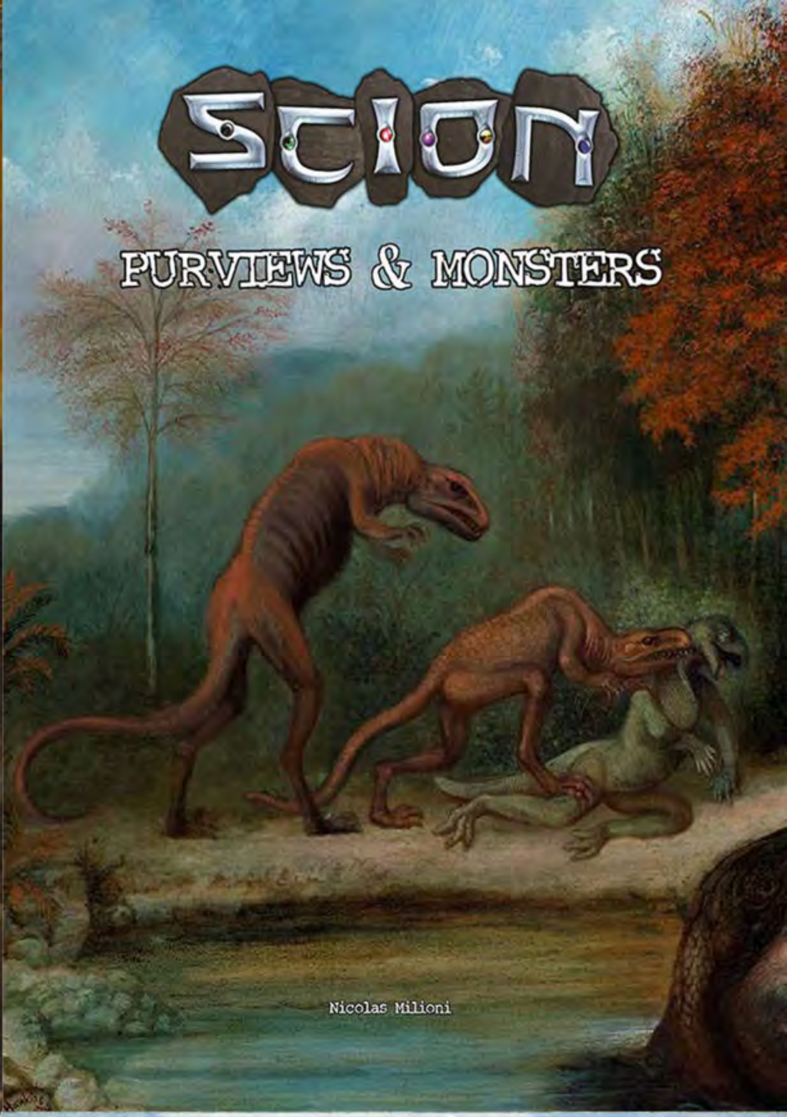

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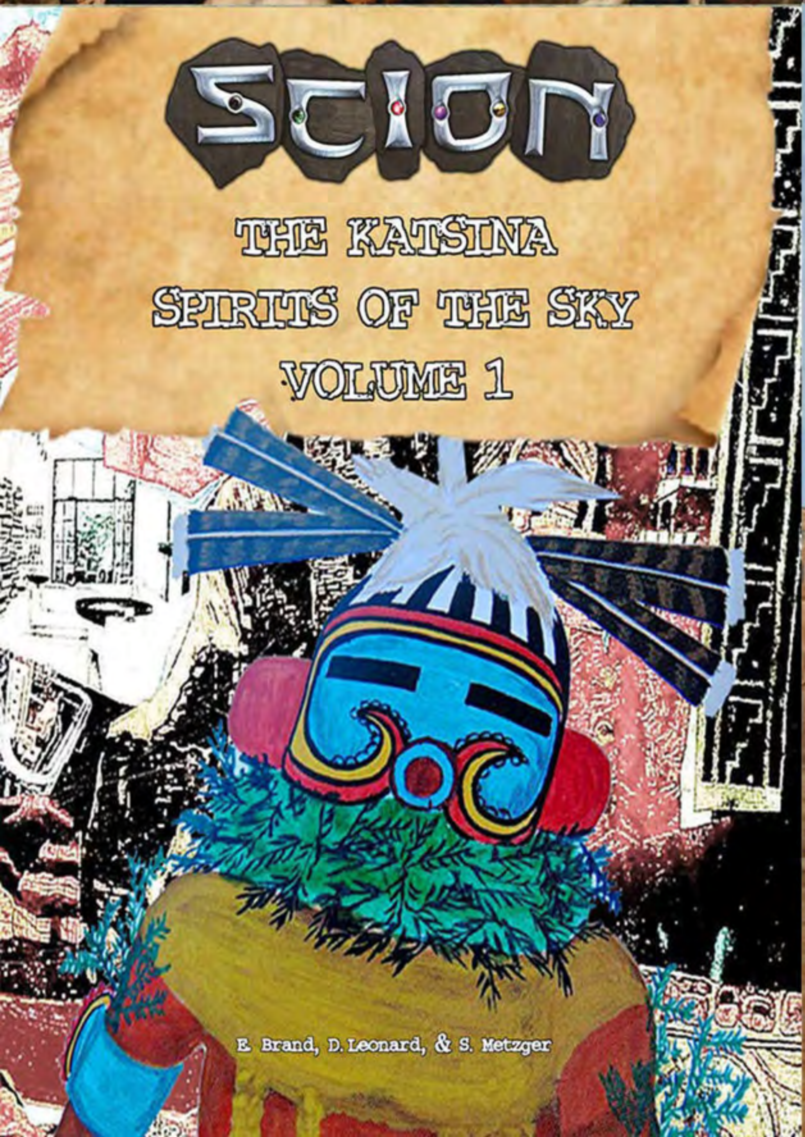

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by Andy Dougherty

PHILADELPHIA BY NIGHT

Name: Isaac Normand	Nature: Visionary	Clan: Brujah
Player: Storyteller	Demeanor: Rebel	Generation: 6th
Chronicle: Philadelphia by Night	Concept: Brujah Primogen	Sire: Gabriel Pomeroy

Attributes

Physical		Social		Mental	
Strength	●●●●●●○○○	Charisma	●●●○○○○○○	Perception	●●●●○○○○○
Dexterity	●●●●●○○○○	Manipulation	●●●●○○○○○	Intelligence	●●●●●○○○○
Stamina	●●●●●○○○○	Appearance	●●○○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●●○○○○○
Athletics	●●●●○○○○○	Crafts	○○○○○○○○○	Enigmas	●○○○○○○○○
Awareness	○○○○○○○○○	Etiquette	●●○○○○○○○	Finance	●○○○○○○○○
Brawl	●●●●●●○○○	Firearms	●○○○○○○○○	Investigation	●●○○○○○○○
Empathy	●○○○○○○○○	Larceny	●○○○○○○○○	Law	●○○○○○○○○
Expression	●●○○○○○○○	Melee	●●●●○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●●○○○○	Performance	○○○○○○○○○	Occult	●○○○○○○○○
Leadership	●●●○○○○○○	Ride	●●●○○○○○○	Politics	●●●○○○○○○
Streetwise	●○○○○○○○○	Stealth	●○○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	●●○○○○○○○	Technology	○○○○○○○○○
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Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●●●●●○○○○	Resources	●●●●○○○○○	Conscience/Conviction	●●○○○
Potence	●●●●●○○○○	Generation	●●●●●●●●○○		
Presence	●●●○○○○○○	Retainers	●●●○○○○○○	Self-Control/Instinct	●●●○○
Fortitude	●●●●○○○○○	Domain	●●●○○○○○○		
Quietus	●○○○○○○○○	Status	●●●●○○○○○	Courage	●●●●●
Obfuscate	●○○○○○○○○		○○○○○○○○○		

See more on pg. 90

Isaac Normand has the merit Huge Size.

Humanity/Path

●●●●●○○○○○

Bearing: ( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Dixon Mattock
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Capitalist
Demeanor: Competitor
Concept: Urban boss/ former pirate

Clan: Brujah
Generation: 7th
Sire: Isaac Normand

Attributes

Physical		Social		Mental	
Strength	●●●●●○○○○	Charisma	●●●●○○○○○	Perception	●●●●○○○○○
Dexterity	●●●●○○○○○	Manipulation	●●●○○○○○○	Intelligence	●●●○○○○○○
Stamina	●●●●○○○○○	Appearance	●●○○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○○○○○	Animal Ken	●○○○○○○○○	Academics	○○○○○○○○○
Athletics	●●○○○○○○○	Crafts	●○○○○○○○○	Enigmas	●●○○○○○○○
Awareness	●○○○○○○○○	Etiquette	●○○○○○○○○	Finance	●○○○○○○○○
Brawl	●●●○○○○○○	Firearms	●●●○○○○○○	Investigation	●●●○○○○○○
Empathy	●○○○○○○○○	Larceny	●●●●○○○○○	Law	○○○○○○○○○
Expression	○○○○○○○○○	Melee	●●●●○○○○○	Medicine	○○○○○○○○○
Intimidation	●●●○○○○○○	Performance	○○○○○○○○○	Occult	●○○○○○○○○
Leadership	●●●○○○○○○	Ride	●●○○○○○○○	Politics	●●○○○○○○○
Streetwise	●●●○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	●●●○○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●●●○○○○○○	Resources	●●●●○○○○○	Conscience/Conviction	●●○○○
Potence	●●●○○○○○○	Allies	●●○○○○○○○		
Presence	●●○○○○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●●○
	○○○○○○○○○		○○○○○○○○○		
	○○○○○○○○○		○○○○○○○○○	Courage	●●●●●
	○○○○○○○○○		○○○○○○○○○		

See more on pg. 91

Humanity/Path

Humanity

●●●●●●○○○○

Bearing:__________( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Sean McLaughlin	Nature: Survivor	Clan: Brujah
Player: Storyteller	Demeanor: Competitor	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Gang leader and former boxer	Sire: Dixon Mattock

Attributes

Physical		Social		Mental	
Strength	●●●●○	Charisma	●●○○○	Perception	●●●○○
Dexterity	●●●●○	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●●○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	○○○○○
Athletics	●●●○○	Crafts	●○○○○	Enigmas	○○○○○
Awareness	○○○○○	Etiquette	○○○○○	Finance	●●○○○
Brawl	●●●●○	Firearms	●●●○○	Investigation	●●○○○
Empathy	○○○○○	Larceny	●●●○○	Law	○○○○○
Expression	●○○○○	Melee	●●●○○	Medicine	○○○○○
Intimidation	●●●○○	Performance	○○○○○	Occult	○○○○○
Leadership	●●○○○	Ride	●●○○○	Politics	●●○○○
Streetwise	●●●●○	Stealth	●●○○○	Science	○○○○○
Subterfuge	●●○○○	Survival	●○○○○	Technology	○○○○○
______	○○○○○	______	○○○○○	______	○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●●●○○	Resources	●●●○○	Conscience/Conviction	●○○○○
Potence	●●○○○	Allies	●●○○○		
Presence	●●○○○	Retainers	●●●●○	Self-Control/Instinct	●●●●○
______	○○○○○	Mentor	●●●○○		
______	○○○○○	______	○○○○○	Courage	●●●●●
______	○○○○○	______	○○○○○		

See more on pg. 91

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Humanity/Path

Humanity
●●●●●○○○○○
Bearing:______( )

Willpower

●●●●●●●●○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Elijah York	Nature: Idealist	Clan: Brujah
Player: Storyteller	Demeanor: Visionary	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Abolitionist and activist	Sire: Isaac Normand

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	Charisma	●●●●○○○○○	Perception	●●●●○○○○○
Dexterity	●●●○○○○○○	Manipulation	●●●○○○○○○	Intelligence	●●●●●○○○○
Stamina	●●●●○○○○○	Appearance	●●●○○○○○○	Wits	●●●○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○○○○○	Animal Ken	●○○○○○○○○	Academics	●○○○○○○○○
Athletics	●○○○○○○○○	Crafts	●○○○○○○○○	Enigmas	○○○○○○○○○
Awareness	○○○○○○○○○	Etiquette	●●○○○○○○○	Finance	●○○○○○○○○
Brawl	●●○○○○○○○	Firearms	●○○○○○○○○	Investigation	●●○○○○○○○
Empathy	●●●○○○○○○	Larceny	●○○○○○○○○	Law	●○○○○○○○○
Expression	●●●○○○○○○	Melee	●●○○○○○○○	Medicine	○○○○○○○○○
Intimidation	●○○○○○○○○	Performance	○○○○○○○○○	Occult	○○○○○○○○○
Leadership	●●●○○○○○○	Ride	●●○○○○○○○	Politics	●●●○○○○○○
Streetwise	●●○○○○○○○	Stealth	●○○○○○○○○	Science	○○○○○○○○○
Subterfuge	●○○○○○○○○	Survival	●●●○○○○○○	Technology	○○○○○○○○○
______	○○○○○○○○○	______	○○○○○○○○○	______	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Celerity	●●○○○○○○○	Resources	●●○○○○○○○	Conscience/Conviction	●●●○○
Potence	●○○○○○○○○	Allies	●●●○○○○○○		
Presence	●●●●○○○○○	Contacts	●●○○○○○○○	Self-Control/Instinct	●●●○○
______	○○○○○○○○○	Generation	●●●●●●○○○		
______	○○○○○○○○○	Influence	●○○○○○○○○	Courage	●●●●●
______	○○○○○○○○○	Mentor	●●●●●○○○○		

See more on pg. 94

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Humanity/Path

Humanity ______

● ● ● ● ● ● ● ○ ○ ○

Bearing: ______ (   )

Willpower

● ● ● ● ● ● ● ● ● ○

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Pool

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Per Turn: ______

Health

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Eileanór	Nature: Idealist	Clan: Gangrel
Player: Storyteller	Demeanor: Survivor	Generation: 6th
Chronicle: Philadelphia by Night	Concept: Gangrel Primogen	Sire: Cliona

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	Charisma	●●●○○○○○○	Perception	●●●●●●○○○
Dexterity	●●●●○○○○○	Manipulation	●●○○○○○○○	Intelligence	●●●○○○○○○
Stamina	●●●●●○○○○	Appearance	●●●○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●●●○○○	Animal Ken	●●○○○○○○○	Academics	○○○○○○○○○
Athletics	●●●●○○○○○	Crafts	●●○○○○○○○	Enigmas	○○○○○○○○○
Awareness	○○○○○○○○○	Etiquette	○○○○○○○○○	Finance	○○○○○○○○○
Brawl	●●●●●○○○○	Firearms	●○○○○○○○○	Investigation	●●●○○○○○○
Empathy	●●○○○○○○○	Larceny	●○○○○○○○○	Law	○○○○○○○○○
Expression	●○○○○○○○○	Melee	●●●○○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●○○○○○	Performance	○○○○○○○○○	Occult	○○○○○○○○○
Leadership	●●○○○○○○○	Ride	●●○○○○○○○	Politics	●●○○○○○○○
Streetwise	○○○○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	○○○○○○○○○	Survival	●●●○○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●○○○○○○○	Generation	●●●●●●○○○	Conscience/Conviction	●●●○○
Fortitude	●●●●●○○○○	Status	●●●●○○○○○		
Protean	●●●●●○○○○		○○○○○○○○○	Self-Control/Instinct	●●●○○
	○○○○○○○○○		○○○○○○○○○		
	○○○○○○○○○		○○○○○○○○○	Courage	●●●●●
	○○○○○○○○○		○○○○○○○○○		

See more on pg. 97

Humanity/Path

●●●●●●○○○○

Bearing:______________(   )

Willpower

●●●●●●●●●●

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:_______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Roualeyn George Gordon Cumming	Nature: Thrill-Seeker	Clan: Gangrel
Player: Storyteller	Demeanor: Bon Vivant	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Aristocratic great white hunter	Sire:

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●○○○
Stamina	●●●●○	Appearance	●○○○○	Wits	●●●●●

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●○	Animal Ken	●●●○○	Academics	●●○○○
Athletics	●●●○○	Crafts	●●○○○	Enigmas	○○○○○
Awareness	○○○○○	Etiquette	●○○○○	Finance	●○○○○
Brawl	●●●○○	Firearms	●●●○○	Investigation	●○○○○
Empathy	○○○○○	Larceny	●●○○○	Law	●○○○○
Expression	●●○○○	Melee	●●●○○	Medicine	○○○○○
Intimidation	●●●○○	Performance	○○○○○	Occult	○○○○○
Leadership	●●○○○	Ride	●●●○○	Politics	●●○○○
Streetwise	○○○○○	Stealth	●●●○○	Science	○○○○○
Subterfuge	●○○○○	Survival	●●●●○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●●○○	Contacts	●●○○○	Conscience/Conviction	●●○○○
Fortitude	●●○○○	Fame	●○○○○		
Protean	●●●○○	Fame	●●●●○	Self-Control/Instinct	●●●●○
	○○○○○	Generation	●●●●●		
	○○○○○		○○○○○	Courage	●●●●●
	○○○○○		○○○○○		

See more on pg. 98

Humanity/Path

●●●●●○○○○○

Bearing:__________( )

Willpower

●●●●●●●○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Wounded Sky	Nature: Pedagogue	Clan: Gangrel
Player: Storyteller	Demeanor: Survivor	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Lenni Lenape warrior	Sire: Eileanór

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	Charisma	●●○○○○○○○	Perception	●●●●●○○○○
Dexterity	●●●●●○○○○	Manipulation	●●●○○○○○○	Intelligence	●●●●○○○○○
Stamina	●●●●●○○○○	Appearance	●●●○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●●○○○○	Animal Ken	●●○○○○○○○	Academics	●○○○○○○○○
Athletics	●●●●○○○○○	Crafts	●●○○○○○○○	Enigmas	●○○○○○○○○
Awareness	●●●○○○○○○	Etiquette	●○○○○○○○○	Finance	○○○○○○○○○
Brawl	●●●●●○○○○	Firearms	●●○○○○○○○	Investigation	●●○○○○○○○
Empathy	●●○○○○○○○	Larceny	●○○○○○○○○	Law	○○○○○○○○○
Expression	●○○○○○○○○	Melee	●●●○○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●○○○○○○	Performance	○○○○○○○○○	Occult	●●○○○○○○○
Leadership	●●○○○○○○○	Ride	●●○○○○○○○	Politics	●○○○○○○○○
Streetwise	●○○○○○○○○	Stealth	●●●○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	●●●●○○○○○	Technology	○○○○○○○○○
____________	○○○○○○○○○	____________	○○○○○○○○○	____________	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●○○○○○○○	Contacts	●○○○○○○○○	Conscience/Conviction	●●●○○
Fortitude	●●○○○○○○○	Mentor	●●○○○○○○○		
Protean	●●○○○○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●○○
____________	○○○○○○○○○	____________	○○○○○○○○○		
____________	○○○○○○○○○	____________	○○○○○○○○○	Courage	●●●●●
____________	○○○○○○○○○	____________	○○○○○○○○○		

See more on pg. 99

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Humanity/Path

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●●●●●●○○○○

Bearing:______________( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Raging Storm
Player: Storyteller
Chronicle: Philadelphia by Night
Nature: Survivor
Demeanor: Idealist
Concept: Lenni Lenape warrior
Clan: Gangrel
Generation: 8th
Sire: Wounded Sky

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●●●
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●●○○
Stamina	●●●●●	Appearance	●●●○○	Wits	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●○	Animal Ken	●●●○○	Academics	●○○○○
Athletics	●●●●○	Crafts	●●●○○	Enigmas	●●○○○
Awareness	●●●○○	Etiquette	○○○○○	Finance	○○○○○
Brawl	●●●●○	Firearms	●●○○○	Investigation	●●○○○
Empathy	●●○○○	Larceny	●●○○○	Law	○○○○○
Expression	●○○○○	Melee	●●●●○	Medicine	●○○○○
Intimidation	●●●○○	Performance	○○○○○	Occult	●●○○○
Leadership	●●○○○	Ride	●●●○○	Politics	●○○○○
Streetwise	●○○○○	Stealth	●●●●○	Science	○○○○○
Subterfuge	●○○○○	Survival	●●●●●	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●●●○	Allies	●●○○○	Conscience/Conviction	●●●●○
Fortitude	●●○○○	Contacts	●○○○○		
Protean	●●○○○	Generation	●●●●●	Self-Control/Instinct	●●●○○
	○○○○○	Mentor	●●●●○		
	○○○○○		○○○○○	Courage	●●●●●
	○○○○○		○○○○○		

See more on pg. 99

Humanity/Path

●●●●●●●○○○
Bearing: ( )

Willpower

●●●●●●●○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Arturo Giovanni
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Visionary
Demeanor: Architect
Concept: Scholar of death/ Artifact hunter

Clan: Giovanni
Generation: 6th
Sire: Lenuzzo Giovanni (Pochtli)

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	Charisma	●●●○○○○○○	Perception	●●●●○○○○○
Dexterity	●●●○○○○○○	Manipulation	●●●●●○○○○	Intelligence	●●●●●○○○○
Stamina	●●●●●○○○○	Appearance	●●●○○○○○○	Wits	●●●●●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●●○○○○○
Athletics	●●○○○○○○○	Crafts	●●●○○○○○○	Enigmas	●●●●○○○○○
Awareness	●●●●○○○○○	Etiquette	●●○○○○○○○	Finance	●○○○○○○○○
Brawl	●●●○○○○○○	Firearms	●○○○○○○○○	Investigation	●●●○○○○○○
Empathy	●●○○○○○○○	Larceny	●●○○○○○○○	Law	●○○○○○○○○
Expression	●●○○○○○○○	Melee	●●●○○○○○○	Medicine	●●○○○○○○○
Intimidation	●●●○○○○○○	Performance	○○○○○○○○○	Occult	●●●●●●○○○
Leadership	●●●○○○○○○	Ride	●●●○○○○○○	Politics	●●●●●○○○○
Streetwise	●○○○○○○○○	Stealth	●●○○○○○○○	Science	●●○○○○○○○
Subterfuge	●●●○○○○○○	Survival	●●●●○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●●●●○○○○○	Alternate Identity	●●○○○○○○○	Conscience/Conviction	●○○○○
Necromancy	●●●●●●○○○	Contacts	●●○○○○○○○		
Potence	●●●○○○○○○	Generation	●●●●●●●○○	Self-Control/Instinct	●●●●○
Obfuscate	●●○○○○○○○	Status	●●●●○○○○○		
	○○○○○○○○○	Resources	●●●●●○○○○	Courage	●●●●●
	○○○○○○○○○	Retainers	●●●○○○○○○		

See more on pg. 101

Humanity/Path

●●●●●○○○○○

Bearing: ( )

Willpower

●●●●●●●●●○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Xicohtencatl (Xicoh) Pisanob
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Architect
Demeanor: Capitalist
Concept: Pisanob business mogul

Clan: Giovanni (Pisanob)
Generation: 7th
Sire: Ixcuiname (deceased)

Attributes

Physical

Strength ●●●●○○○○○
Dexterity ●●●●○○○○○
Stamina ●●●●○○○○○

Social

Charisma ●●●●○○○○○
Manipulation ●●●●○○○○○
Appearance ●●●●○○○○○

Mental

Perception ●●●○○○○○○
Intelligence ●●●●○○○○○
Wits ●●●●○○○○○

Abilities

Talents

Alertness ●○○○○○○○○
Athletics ●●○○○○○○○
Awareness ●●○○○○○○○
Brawl ●●●●○○○○○
Empathy ●○○○○○○○○
Expression ●○○○○○○○○
Intimidation ●●○○○○○○○
Leadership ●●●○○○○○○
Streetwise ○○○○○○○○○
Subterfuge ●●○○○○○○○
______ ○○○○○○○○○

Skills

Animal Ken ○○○○○○○○○
Crafts ●●○○○○○○○
Etiquette ●○○○○○○○○
Firearms ●●●○○○○○○
Larceny ●●●○○○○○○
Melee ●●●○○○○○○
Performance ○○○○○○○○○
Ride ●●○○○○○○○
Stealth ●○○○○○○○○
Survival ●●○○○○○○○
______ ○○○○○○○○○

Knowledges

Academics ●●○○○○○○○
Enigmas ●○○○○○○○○
Finance ●○○○○○○○○
Investigation ●●○○○○○○○
Law ○○○○○○○○○
Medicine ●○○○○○○○○
Occult ●●●○○○○○○
Politics ●●●○○○○○○
Science ●○○○○○○○○
Technology ●○○○○○○○○
______ ○○○○○○○○○

Advantages

Disciplines

Dominate ●●●○○○○○○
Necromancy ●●●○○○○○○
Potence ●●○○○○○○○
______ ○○○○○○○○○
______ ○○○○○○○○○
______ ○○○○○○○○○

Backgrounds

Mentor ●●●●○○○○○
Contacts ●○○○○○○○○
Generation ●●●●●●○○○
Resources ●●●●●●○○○
______ ○○○○○○○○○
______ ○○○○○○○○○

Virtues

Conscience/Conviction ●●○○○

Self-Control/Instinct ●●●○○

Courage ●●●●●

See more on pg. 102

Humanity/Path

______
●●●●●○○○○○
Bearing: ______ (   )

Willpower

●●●●●●●●○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn: ______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: The Right Reverend Hans Winter	Nature: Autocrat	Clan: Malkavian
Player: Storyteller	Demeanor: Director	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Malkavian Primogen	Sire:

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	**Charisma**	●●●●●○○○○	**Perception**	●●●●●○○○○
Dexterity	●●○○○○○○○	**Manipulation**	●●●●●○○○○	**Intelligence**	●●●○○○○○○
Stamina	●●●○○○○○○	**Appearance**	●●●○○○○○○	**Wits**	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●○○○○○	**Animal Ken**	○○○○○○○○○	**Academics**	●●●●●○○○○
Athletics	○○○○○○○○○	**Crafts**	●○○○○○○○○	**Enigmas**	●●○○○○○○○
Awareness	●○○○○○○○○	**Etiquette**	●●●○○○○○○	**Finance**	●○○○○○○○○
Brawl	●○○○○○○○○	**Firearms**	●○○○○○○○○	**Investigation**	●●●○○○○○○
Empathy	●●●○○○○○○	**Larceny**	○○○○○○○○○	**Law**	●●○○○○○○○
Expression	●●●○○○○○○	**Melee**	●●○○○○○○○	**Medicine**	●○○○○○○○○
Intimidation	●●●○○○○○○	**Performance**	●●○○○○○○○	**Occult**	●●●○○○○○○
Leadership	●●●●○○○○○	**Ride**	●○○○○○○○○	**Politics**	●●●○○○○○○
Streetwise	●●●●○○○○○	**Stealth**	●○○○○○○○○	**Science**	○○○○○○○○○
Subterfuge	●●●○○○○○○	**Survival**	○○○○○○○○○	**Technology**	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●●○○○○	**Allies**	●●●●●○○○○	**Conscience/Conviction**	●○○○○
Dementation	●●●○○○○○○	**Contacts**	●●●○○○○○○		
Obfuscate	●●●○○○○○○	**Generation**	●●●●●●○○○	**Self-Control/Instinct**	●●●●●
	○○○○○○○○○	**Resources**	●●●●○○○○○		
	○○○○○○○○○	**Domain**	●●●●○○○○○	**Courage**	●●●●●
	○○○○○○○○○		○○○○○○○○○		

See more on pg. 105

Humanity/Path

●●●●●●○○○○

Bearing:____________( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Megalomania (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: The Reverend Mother Gertrud Huber
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Monster
Demeanor: Caregiver
Concept: Mother Superior

Clan: Malkavian
Generation: 8th
Sire: Hans Winter

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●●○○	Manipulation	●●●●●	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	○○○○○	Crafts	●●○○○	Enigmas	●●○○○
Awareness	●●○○○	Etiquette	●●●○○	Finance	●○○○○
Brawl	●○○○○	Firearms	●○○○○	Investigation	●●○○○
Empathy	●○○○○	Larceny	●○○○○	Law	●○○○○
Expression	●●●○○	Melee	●●○○○	Medicine	●○○○○
Intimidation	●●●○○	Performance	●●●○○	Occult	●●○○○
Leadership	●●●○○	Ride	●○○○○	Politics	●●○○○
Streetwise	●●●●●	Stealth	○○○○○	Science	○○○○○
Subterfuge	●●●○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●○○○	Allies	●●●○○	Conscience/Conviction	●●○○○
Dementation	●●●○○	Contacts	●●●○○		
Obfuscate	●●○○○	Generation	●●●●●	Self-Control/Instinct	●●●○○
	○○○○○	Resources	●●○○○		
	○○○○○	Domain	●●○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 107

Humanity/Path

●●●●●○○○○○
Bearing: ( )

Willpower

●●●●●●●○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Borderline Personality Disorder
(Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: The Reverend Doctor Lucas Claesson
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Scientist
Demeanor: Conformist
Concept: Doctor of Christian Metaphysics

Clan: Malkavian
Generation: 8th
Sire: Hans Winter

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●●●●
Stamina	●●○○○	Appearance	●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	Animal Ken	○○○○○	Academics	●●●●●
Athletics	○○○○○	Crafts	●●○○○	Enigmas	●●●○○
Awareness	○○○○○	Etiquette	●●●○○	Finance	●○○○○
Brawl	●○○○○	Firearms	○○○○○	Investigation	●○○○○
Empathy	●●○○○	Larceny	○○○○○	Law	●●○○○
Expression	●●●●○	Melee	●○○○○	Medicine	●○○○○
Intimidation	○○○○○	Performance	○○○○○	Occult	●●○○○
Leadership	●○○○○	Ride	●○○○○	Politics	●●○○○
Streetwise	●○○○○	Stealth	○○○○○	Science	●○○○○
Subterfuge	●○○○○	Survival	○○○○○	Technology	●○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●○	Allies	●○○○○	Conscience/Conviction	●●●●○
Dementation	●●○○○	Contacts	●○○○○		
Obfuscate	●○○○○	Generation	●●●●●	Self-Control/Instinct	●●●●○
	○○○○○	Resources	●●○○○		
	○○○○○	Domain	●●○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 108

Humanity/Path

●●●●●●●●○○
Bearing: ( )

Willpower

●●●●●●○○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Schizophrenia (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Pastor Friedrich "The Confessor" Richter	Nature: Sadist	Clan: Malkavian
Player: Storyteller	Demeanor: Idealist	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Doctor of Christian Metaphysics	Sire: Hans Winter

Attributes

Physical		Social		Mental	
Strength	●●●●○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation	●●●●●	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●○○○○
Athletics	●●○○○	Crafts	○○○○○	Enigmas	○○○○○
Awareness	○○○○○	Etiquette	●○○○○	Finance	○○○○○
Brawl	●●●●○	Firearms	●●●○○	Investigation	●●●○○
Empathy	●○○○○	Larceny	●●●○○	Law	●○○○○
Expression	●●●○○	Melee	●●●○○	Medicine	○○○○○
Intimidation	●●●●○	Performance	○○○○○	Occult	●○○○○
Leadership	●○○○○	Ride	●●○○○	Politics	●●○○○
Streetwise	●●●●●	Stealth	●●●○○	Science	○○○○○
Subterfuge	●●●○○	Survival	●○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	Allies	●●○○○	Conscience/Conviction	●○○○○
Dementation	●●●○○	Contacts	●●●●○		
Obfuscate	●●●○○	Generation	●●●●●	Self-Control/Instinct	●●●○○
	○○○○○	Resources	●●●○○		
	○○○○○	Domain	●●○○○	Courage	●●●●●
	○○○○○	Alternate Identity	●○○○○		

See more on pg. 109

Humanity/Path

●●●●○○○○○○

Bearing:____________( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Compulsive Sadist (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Dr. Alexander Kirk	Nature: Penitent	Clan: Malkavian
Player: Storyteller	Demeanor: Scientist	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Quaker physician	Sire: The Vagrant

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●●○
Stamina	●●●○○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●●○○
Athletics	○○○○○	Crafts	●●○○○	Enigmas	●●○○○
Awareness	●○○○○	Etiquette	●○○○○	Finance	○○○○○
Brawl	○○○○○	Firearms	○○○○○	Investigation	●○○○○
Empathy	●●●○○	Larceny	●○○○○	Law	○○○○○
Expression	●●○○○	Melee	●●○○○	Medicine	●●●●●
Intimidation	○○○○○	Performance	○○○○○	Occult	●○○○○
Leadership	●○○○○	Ride	○○○○○	Politics	●○○○○
Streetwise	○○○○○	Stealth	●○○○○	Science	●●●○○
Subterfuge	○○○○○	Survival	●○○○○	Technology	●○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	Contacts	●●○○○	Conscience/Conviction	●●●●○
Dementation	●○○○○	Domain	●○○○○		
Obfuscate	●○○○○	Generation	●●●●●	Self-Control/Instinct	●●●●○
	○○○○○	Resources	●○○○○		
	○○○○○		○○○○○	Courage	●●●●○
	○○○○○		○○○○○		

[Type Here]

Humanity/Path

●●●●●●●●○○

Bearing:__________( )

Willpower

●●●●●●●○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Crippling Anxiety (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Dr. Solomon Coats	Nature: Scientist	Clan: Malkavian
Player: Storyteller	Demeanor: Pedagogue	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Quaker physician	Sire: The Vagrant

Attributes

Physical		Social		Mental	
Strength	●●●○○	**Charisma**	●●○○○	**Perception**	●●●●○
Dexterity	●●●○○	**Manipulation**	●●●●○	**Intelligence**	●●●●●
Stamina	●●●○○	**Appearance**	●●●○○	**Wits**	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	**Animal Ken**	○○○○○	**Academics**	●●●○○
Athletics	○○○○○	**Crafts**	●●●○○	**Enigmas**	●●●○○
Awareness	●○○○○	**Etiquette**	●○○○○	**Finance**	●○○○○
Brawl	●○○○○	**Firearms**	●●○○○	**Investigation**	●●○○○
Empathy	●○○○○	**Larceny**	●○○○○	**Law**	●○○○○
Expression	○○○○○	**Melee**	●●○○○	**Medicine**	●●●●○
Intimidation	●●○○○	**Performance**	○○○○○	**Occult**	●○○○○
Leadership	●○○○○	**Ride**	●○○○○	**Politics**	●○○○○
Streetwise	○○○○○	**Stealth**	●○○○○	**Science**	●●●○○
Subterfuge	●○○○○	**Survival**	○○○○○	**Technology**	●●○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●○○○	Contacts	●○○○○	Conscience/Conviction	●●○○○
Dementation	●○○○○	Domain	●○○○○		
Obfuscate	●●○○○	Generation	●●●●●	Self-Control/Instinct	●●●●○
	○○○○○	Resources	●●●○○		
	○○○○○		○○○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 111

Humanity/Path

●●●●●●○○○○

Bearing: ( )

Willpower

●●●●●●○○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Samuel Hairston
Player: Storyteller
Chronicle: Philadelphia by Night
Nature: Visionary
Demeanor: Competitor
Concept: Musician and instrument maker
Clan: Malkavian
Generation: 8th
Sire: The Vagrant

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●●○	Perception	●●●○○
Dexterity	●●●●●	Manipulation	●●●○○	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●●●○	Wits	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●○○○○
Athletics	●●○○○	Crafts	●●●●○	Enigmas	●●○○○
Awareness	●○○○○	Etiquette	●●○○○	Finance	●○○○○
Brawl	●●○○○	Firearms	●●○○○	Investigation	●○○○○
Empathy	●●●○○	Larceny	●○○○○	Law	○○○○○
Expression	●●○○○	Melee	●●●○○	Medicine	○○○○○
Intimidation	●○○○○	Performance	●●●●○	Occult	●○○○○
Leadership	○○○○○	Ride	●●○○○	Politics	○○○○○
Streetwise	●●○○○	Stealth	●●○○○	Science	○○○○○
Subterfuge	●●○○○	Survival	●●○○○	Technology	●○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	Contacts	●●○○○	Conscience/Conviction	●●●●○
Dementation	●●○○○	Domain	●○○○○		
Obfuscate	●●○○○	Generation	●●●●●	Self-Control/Instinct	●●●○○
	○○○○○	Resources	●●○○○		
	○○○○○	Fame	●○○○○	Courage	●●●●●
	○○○○○		○○○○○		

See more on pg. 112

Humanity/Path

●●●●●●●○○○
Bearing: ( )

Willpower

●●●●●●●○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Schizophrenia (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name:	The Vagrant	Nature:	Creep Show	Clan:	Malkavian
Player:	Storyteller	Demeanor:	Monster	Generation:	7th
Chronicle:	Philadelphia by Night	Concept:	Malkavian Urban Legend	Sire:	

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○○	Charisma	●●●●○○○○○○	Perception	●●●●●●○○○○
Dexterity	●●●○○○○○○○	Manipulation	●●●●○○○○○○	Intelligence	●●●○○○○○○○
Stamina	●●●●●○○○○○	Appearance	●○○○○○○○○○	Wits	●●●●○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●○○○○○○	Animal Ken	○○○○○○○○○○	Academics	○○○○○○○○○○
Athletics	●●●●●○○○○○	Crafts	○○○○○○○○○○	Enigmas	●●○○○○○○○○
Awareness	●○○○○○○○○○	Etiquette	○○○○○○○○○○	Finance	○○○○○○○○○○
Brawl	●●●●●○○○○○	Firearms	○○○○○○○○○○	Investigation	●●●○○○○○○○
Empathy	○○○○○○○○○○	Larceny	○○○○○○○○○○	Law	○○○○○○○○○○
Expression	●●●●○○○○○○	Melee	●●●●●○○○○○	Medicine	○○○○○○○○○○
Intimidation	●●●●○○○○○○	Performance	●●●○○○○○○○	Occult	●●●○○○○○○○
Leadership	○○○○○○○○○○	Ride	●●○○○○○○○○	Politics	○○○○○○○○○○
Streetwise	●●●●●○○○○○	Stealth	●●●○○○○○○○	Science	○○○○○○○○○○
Subterfuge	○○○○○○○○○○	Survival	●●●●○○○○○○	Technology	○○○○○○○○○○
	○○○○○○○○○○		○○○○○○○○○○		○○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○○○○○○		○○○○○○○○○○	Conscience/Conviction	●○○○○
Dementation	●●●●●○○○○○		○○○○○○○○○○		
Obfuscate	●●●●●●○○○○		○○○○○○○○○○	Self-Control/Instinct	●●○○○
	○○○○○○○○○○		○○○○○○○○○○		
	○○○○○○○○○○		○○○○○○○○○○	Courage	●●●●●
	○○○○○○○○○○		○○○○○○○○○○		

See more on pg. 113

The Vagrant is best used as an urban legend or the catalyst for a story than a direct antagonist in play. He spares no one he regards directly as an enemy, ever.

Humanity/Path

●●●○○○○○○○

Bearing:____________( )

Willpower

●●●●●●●●●●

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Compulsive Sadist and Killer/ Schizophrenic (Malkavian)

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: **Desiree**	Nature: **Caregiver**	Clan: **Nosferatu**
Player: **Storyteller**	Demeanor: **Director**	Generation: **7th**
Chronicle: **Philadelphia by Night**	Concept: **Nosferatu Primogen**	Sire: **Roaches**

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	**Charisma**	●●○○○○○○○	**Perception**	●●●●○○○○○
Dexterity	●●●●○○○○○	**Manipulation**	●●●●●○○○○	**Intelligence**	●●●●○○○○○
Stamina	●●●●●○○○○	**Appearance**	○○○○○○○○○	**Wits**	●●●●●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●●○○○○	**Animal Ken**	●●○○○○○○○	**Academics**	●●●●○○○○○
Athletics	●●●○○○○○○	**Crafts**	●○○○○○○○○	**Enigmas**	●○○○○○○○○
Awareness	●○○○○○○○○	**Etiquette**	●●●○○○○○○	**Finance**	○○○○○○○○○
Brawl	●●●●○○○○○	**Firearms**	○○○○○○○○○	**Investigation**	●●●○○○○○○
Empathy	●●○○○○○○○	**Larceny**	●○○○○○○○○	**Law**	●○○○○○○○○
Expression	●●○○○○○○○	**Melee**	●●○○○○○○○	**Medicine**	○○○○○○○○○
Intimidation	●●●●●○○○○	**Performance**	○○○○○○○○○	**Occult**	●●○○○○○○○
Leadership	●●●○○○○○○	**Ride**	●●○○○○○○○	**Politics**	●●●●○○○○○
Streetwise	●●●●●●○○○	**Stealth**	●●●○○○○○○	**Science**	○○○○○○○○○
Subterfuge	●●●○○○○○○	**Survival**	●●●●○○○○○	**Technology**	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●●○○○○○○	**Contacts**	●●●●○○○○○	**Conscience/Conviction**	●●●○○
Obfuscate	●●●●○○○○○	**Domain**	●●●●○○○○○		
Potence	●●●●●○○○○	**Generation**	●●●●●●○○○	**Self-Control/Instinct**	●●●●○
	○○○○○○○○○	**Resources**	●●●○○○○○○		
	○○○○○○○○○	**Status**	●●●●○○○○○	**Courage**	●●●●●
	○○○○○○○○○		○○○○○○○○○		

See more on pg. 117

Humanity/Path

●●●●●●●○○○

Bearing: ( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Blind Albert	Nature: Child	Clan: Nosferatu
Player: Storyteller	Demeanor: Creep Show	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Desiree's son and childe	Sire: Desiree

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●○○○○	Perception	●●●○○
Dexterity	●●●●●	Manipulation	●●●○○	Intelligence	●●○○○
Stamina	●●●●○	Appearance	○○○○○	Wits	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●●	Animal Ken	○○○○○	Academics	●●○○○
Athletics	●●●●○	Crafts	○○○○○	Enigmas	●○○○○
Awareness	○○○○○	Etiquette	○○○○○	Finance	○○○○○
Brawl	●●●●○	Firearms	○○○○○	Investigation	●○○○○
Empathy	○○○○○	Larceny	●●○○○	Law	○○○○○
Expression	●●○○○	Melee	●●●○○	Medicine	○○○○○
Intimidation	●●●●●	Performance	●●●●○	Occult	○○○○○
Leadership	○○○○○	Ride	●●○○○	Politics	○○○○○
Streetwise	●●○○○	Stealth	●●○○○	Science	○○○○○
Subterfuge	●●○○○	Survival	●●○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	Contacts	●●○○○	Conscience/Conviction	●●○○○
Dementation	●●○○○	Domain	●○○○○		
Obfuscate	●●○○○	Generation	●●●●●	Self-Control/Instinct	●●○○○
	○○○○○	Resources	●●○○○		
	○○○○○	Fame	●○○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 117

Flaw - Child
Flaw - Short Fuse
Flaw - Short

Humanity/Path

●●●●○○○○○○
Bearing:__________( )

Willpower

●●●●●○○○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Roaches	Nature: Architect	Clan: Nosferatu
Player: Storyteller	Demeanor: Creep Show	Generation: 6th
Chronicle: Philadelphia by Night	Concept: Nosferatu sewer lord	Sire:

Attributes

Physical		Social		Mental	
Strength	●●●●●●○○○	Charisma	●○○○○○○○○	Perception	●●●●●○○○○
Dexterity	●●●●○○○○○	Manipulation	●●●●●○○○○	Intelligence	●●●○○○○○○
Stamina	●●●●●●○○○	Appearance	○○○○○○○○○	Wits	●●●●●○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●●●○○○○	Animal Ken	●●●●○○○○○	Academics	○○○○○○○○○
Athletics	●●●●○○○○○	Crafts	○○○○○○○○○	Enigmas	●●○○○○○○○
Awareness	●○○○○○○○○	Etiquette	○○○○○○○○○	Finance	○○○○○○○○○
Brawl	●●●●●○○○○	Firearms	○○○○○○○○○	Investigation	●●●○○○○○○
Empathy	○○○○○○○○○	Larceny	●●●○○○○○○	Law	○○○○○○○○○
Expression	○○○○○○○○○	Melee	●●●○○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●●●○○○	Performance	○○○○○○○○○	Occult	●○○○○○○○○
Leadership	●●●●○○○○○	Ride	●○○○○○○○○	Politics	●●○○○○○○○
Streetwise	●●●●○○○○○	Stealth	●●●●●○○○○	Science	○○○○○○○○○
Subterfuge	●●●○○○○○○	Survival	●●●●●○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Animalism	●●●●●●○○○	Contacts	●●●○○○○○○	Conscience/Conviction	●○○○○
Obfuscate	●●●●●○○○○	Domain	●●●●●○○○○		
Potence	●●●●●○○○○	Generation	●●●●●●●○○	Self-Control/Instinct	●●●●○
	○○○○○○○○○	Resources	●●●○○○○○○		
	○○○○○○○○○		○○○○○○○○○	Courage	●●●●●
	○○○○○○○○○		○○○○○○○○○		

See more on pg. 118

Merit - Gaping Maw

Merit - Swarm Attractor

Merit - Projectile Vomiting

Merit - Disgusting

Flaw - Necrophile

Flaw - Stench

See appendix for expanded merits and flaws.

Humanity/Path

●●●●●○○○○○

Bearing: ( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Jean-Paul Boucher
Player: Storyteller
Chronicle: Philadelphia by Night
Nature: Competitor
Demeanor: Bon Vivant
Concept: Toreador Primogen
Clan: Toreador
Generation: 6th
Sire:

Attributes

Physical		Social		Mental	
Strength	●●●●●○○○○	Charisma	●●●●○○○○○	Perception	●●●●○○○○○
Dexterity	●●●●●●●○○	Manipulation	●●●●○○○○○	Intelligence	●●●○○○○○○
Stamina	●●●●○○○○○	Appearance	●●●○○○○○○	Wits	●●●●●●○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	●○○○○○○○○	Academics	●●●○○○○○○
Athletics	●●●●●○○○○	Crafts	●●●○○○○○○	Enigmas	○○○○○○○○○
Awareness	○○○○○○○○○	Etiquette	●●●○○○○○○	Finance	●○○○○○○○○
Brawl	●●●●○○○○○	Firearms	●○○○○○○○○	Investigation	●●○○○○○○○
Empathy	●●○○○○○○○	Larceny	●○○○○○○○○	Law	○○○○○○○○○
Expression	●●○○○○○○○	Melee	●●●●●●○○○	Medicine	○○○○○○○○○
Intimidation	●●●○○○○○○	Performance	●●●○○○○○○	Occult	●○○○○○○○○
Leadership	●●●○○○○○○	Ride	●●○○○○○○○	Politics	●●●●○○○○○
Streetwise	●○○○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	○○○○○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●○○○○○	Contacts	●●●●○○○○○	Conscience/Conviction	●●○○○
Celerity	●●●●●●○○○	Domain	●●●●○○○○○		
Presence	●●●●●○○○○	Generation	●●●●●●●○○	Self-Control/Instinct	●●●●●
Fortitude	●●●●○○○○○	Herd	●●○○○○○○○		
	○○○○○○○○○	Resources	●●●●○○○○○	Courage	●●●●●
	○○○○○○○○○	Status	●●●●○○○○○		

See more on pg. 122

Merit - Cat-like Balance

Humanity/Path

●●●●●●○○○○
Bearing: ( )

Willpower

●●●●●●●●○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Fiona Cartwright	Nature: Dabbler	Clan: Toreador
Player: Storyteller	Demeanor: Capitalist	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Aspiring Toreador Primogen	Sire: Jean-Paul Boucher

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	Charisma	●●●●●○○○○	Perception	●●●●○○○○○
Dexterity	●●●●○○○○○	Manipulation	●●●●●○○○○	Intelligence	●●●○○○○○○
Stamina	●●●○○○○○○	Appearance	●●●●○○○○○	Wits	●●●○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●○○○○○○○
Athletics	●●●○○○○○○	Crafts	●●○○○○○○○	Enigmas	●○○○○○○○○
Awareness	●○○○○○○○○	Etiquette	●●●●○○○○○	Finance	●●○○○○○○○
Brawl	●●○○○○○○○	Firearms	●○○○○○○○○	Investigation	●●○○○○○○○
Empathy	●●●○○○○○○	Larceny	●●○○○○○○○	Law	○○○○○○○○○
Expression	●●●○○○○○○	Melee	●●●○○○○○○	Medicine	○○○○○○○○○
Intimidation	●●○○○○○○○	Performance	●●●○○○○○○	Occult	●○○○○○○○○
Leadership	●●○○○○○○○	Ride	●●○○○○○○○	Politics	●●●○○○○○○
Streetwise	●●●○○○○○○	Stealth	●○○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●●●○○○○○	Survival	○○○○○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●○○○○○○○	Contacts	●●●●●○○○○	Conscience/Conviction	●●●○○
Celerity	●●●○○○○○○	Domain	●●●○○○○○○		
Presence	●●●●○○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●○○
	○○○○○○○○○	Herd	●●○○○○○○○		
	○○○○○○○○○	Resources	●●●●○○○○○	Courage	●●●●○
	○○○○○○○○○	Status	●●●●○○○○○		

See more on pg. 123

Humanity/Path

●●●●●●○○○○

Bearing:____________( )

Willpower

●●●●●●●○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: **Stewart Cartwright**	Nature: **Curmudgeon**	Clan: **Toreador**
Player: **Storyteller**	Demeanor: **Competitor**	Generation: **7th**
Chronicle: **Philadelphia by Night**	Concept: **Aspiring Toreador Primogen**	Sire: **Jean-Paul Boucher**

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○○	**Charisma**	●●●○○○○○○○	**Perception**	●●●○○○○○○○
Dexterity	●●●○○○○○○○	**Manipulation**	●●●●●○○○○○	**Intelligence**	●●●●○○○○○○
Stamina	●●●●○○○○○○	**Appearance**	●●●●○○○○○○	**Wits**	●●○○○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○○○○○○	**Animal Ken**	○○○○○○○○○○	**Academics**	●●○○○○○○○○
Athletics	●●●○○○○○○○	**Crafts**	●○○○○○○○○○	**Enigmas**	○○○○○○○○○○
Awareness	●○○○○○○○○○	**Etiquette**	●●●○○○○○○○	**Finance**	●○○○○○○○○○
Brawl	●●●○○○○○○○	**Firearms**	●●○○○○○○○○	**Investigation**	●○○○○○○○○○
Empathy	●●○○○○○○○○	**Larceny**	●●●○○○○○○○	**Law**	○○○○○○○○○○
Expression	●●○○○○○○○○	**Melee**	●●○○○○○○○○	**Medicine**	○○○○○○○○○○
Intimidation	●●●○○○○○○○	**Performance**	●○○○○○○○○○	**Occult**	●○○○○○○○○○
Leadership	●○○○○○○○○○	**Ride**	●●○○○○○○○○	**Politics**	●●●○○○○○○○
Streetwise	●●●○○○○○○○	**Stealth**	●○○○○○○○○○	**Science**	○○○○○○○○○○
Subterfuge	●●●○○○○○○○	**Survival**	●○○○○○○○○○	**Technology**	○○○○○○○○○○
______	○○○○○○○○○○	______	○○○○○○○○○○	______	○○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○○○○○○	**Contacts**	●●●○○○○○○○	**Conscience/Conviction**	●●●●○
Celerity	●●●●○○○○○○	**Domain**	●●○○○○○○○○		
Presence	●●○○○○○○○○	**Generation**	●●●●●●○○○○	**Self-Control/Instinct**	●●○○○
______	○○○○○○○○○○	**Herd**	●●●○○○○○○○		
______	○○○○○○○○○○	**Resources**	●●●○○○○○○○	**Courage**	●●●○○
______	○○○○○○○○○○	**Status**	●●●○○○○○○○		

See more on pg. 123

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Humanity/Path

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●●●●●●○○○○

Bearing:______________( )

Willpower

●●●●●●○○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: **Margaret DeStefano**
Player: **Storyteller**
Chronicle: **Philadelphia by Night**

Nature: **Bon Vivant**
Demeanor: **Gallant**
Concept: **Theater district socialite**

Clan: **Toreador**
Generation: **8th**
Sire: **Stewart Cartwright**

Attributes

Physical		Social		Mental	
Strength	●●○○○	**Charisma**	●●●○○	**Perception**	●●●○○
Dexterity	●●●○○	**Manipulation**	●●●●○	**Intelligence**	●●●○○
Stamina	●●○○○	**Appearance**	●●●●○	**Wits**	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●○○○○	**Animal Ken**	○○○○○	**Academics**	●●○○○
Athletics	●○○○○	**Crafts**	○○○○○	**Enigmas**	○○○○○
Awareness	○○○○○	**Etiquette**	●●○○○	**Finance**	○○○○○
Brawl	●○○○○	**Firearms**	●○○○○	**Investigation**	●○○○○
Empathy	●●○○○	**Larceny**	●○○○○	**Law**	○○○○○
Expression	●○○○○	**Melee**	●○○○○	**Medicine**	○○○○○
Intimidation	●○○○○	**Performance**	●●○○○	**Occult**	○○○○○
Leadership	●○○○○	**Ride**	●○○○○	**Politics**	●●○○○
Streetwise	●●○○○	**Stealth**	●○○○○	**Science**	○○○○○
Subterfuge	●●●○○	**Survival**	●●○○○	**Technology**	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	**Allies**	●○○○○	**Conscience/Conviction**	●●●●○
Celerity	●●○○○	**Contacts**	●●○○○		
Presence	●●●○○	**Domain**	●○○○○	**Self-Control/Instinct**	●●●○○
	○○○○○	**Generation**	●●●●●		
	○○○○○	**Resources**	●●●○○	**Courage**	●●●○○
	○○○○○		○○○○○		

See more on pg. 126

Humanity/Path

●●●●●●●○○○

Bearing: ______ ( )

Willpower

●●●●●○○○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn: ______

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Angelica LaRieux	Nature: Conformist	Clan: Toreador
Player: Storyteller	Demeanor: Gallant	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Theater district socialite	Sire: Fiona Cartwright

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●●○	Perception	●●○○○
Dexterity	●●●○○	Manipulation	●●●●●	Intelligence	●●●●○
Stamina	●●○○○	Appearance	●●●●○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●●●○
Athletics	●○○○○	Crafts	○○○○○	Enigmas	○○○○○
Awareness	○○○○○	Etiquette	●●○○○	Finance	●○○○○
Brawl	●●○○○	Firearms	●●○○○	Investigation	●●○○○
Empathy	●●○○○	Larceny	●○○○○	Law	●○○○○
Expression	●○○○○	Melee	●●○○○	Medicine	○○○○○
Intimidation	●●○○○	Performance	●●○○○	Occult	●○○○○
Leadership	●○○○○	Ride	●○○○○	Politics	●●○○○
Streetwise	●●●○○	Stealth	●○○○○	Science	○○○○○
Subterfuge	●●○○○	Survival	●●○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●○○	Allies	●●○○○	Conscience/Conviction	●●●○○
Celerity	●●●○○	Contacts	●●●●○		
Presence	●●●○○	Domain	●●○○○	Self-Control/Instinct	●●●●○
	○○○○○	Generation	●●●●●		
	○○○○○	Resources	●●●○○	Courage	●●●●○
	○○○○○	Alternate Identity	●●●○○		

See more on pg. 127

Merit - Eidetic Memory

Humanity/Path

●●●●●●●○○○

Bearing: ( )

Willpower

●●●●●●●○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Alice Kyteler	Nature: Visionary	Clan: Tremere
Player: Storyteller	Demeanor: Architect	Generation: 6th
Chronicle: Philadelphia by Night	Concept: Tremere Ambassador	Sire: Goratrix

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	Charisma	●●●●○○○○○	Perception	●●●●○○○○○
Dexterity	●●●●○○○○○	Manipulation	●●●●●○○○○	Intelligence	●●●●●●○○○
Stamina	●●●●●○○○○	Appearance	●●●●●○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●○○○○○○
Athletics	●○○○○○○○○	Crafts	●●●○○○○○○	Enigmas	●●●○○○○○○
Awareness	●●●●○○○○○	Etiquette	●●○○○○○○○	Finance	○○○○○○○○○
Brawl	●○○○○○○○○	Firearms	●○○○○○○○○	Investigation	●●○○○○○○○
Empathy	●●●○○○○○○	Larceny	●○○○○○○○○	Law	○○○○○○○○○
Expression	●●○○○○○○○	Melee	●●●○○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●○○○○○	Performance	○○○○○○○○○	Occult	●●●●○○○○○
Leadership	●●●●○○○○○	Ride	●○○○○○○○○	Politics	●●○○○○○○○
Streetwise	●○○○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	●○○○○○○○○	Technology	●○○○○○○○○
________	○○○○○○○○○	________	○○○○○○○○○	________	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●●○○○○	Contacts	●●○○○○○○○	Conscience/Conviction	●●●●○
Dominate	●●●●○○○○○	Domain	●●●●○○○○○		
Thaumaturgy	●●●●●○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●○○
Fortitude	●●●○○○○○○	Herd	●○○○○○○○○		
________	○○○○○○○○○	Resources	●●●○○○○○○	Courage	●●●●●
________	○○○○○○○○○	Status	●●●○○○○○○		

See more on pg. 130

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Humanity/Path

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Bearing:______________( )

Willpower

●●●●●●●○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name:	Hugo Eisenmenger	Nature:	Fanatic	Clan:	Tremere
Player:	Storyteller	Demeanor:	Director	Generation:	6th
Chronicle:	Philadelphia by Night	Concept:	Tremere Primogen	Sire:	

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	Charisma	●○○○○○○○○	Perception	●●●●○○○○○
Dexterity	●●●○○○○○○	Manipulation	●●●●○○○○○	Intelligence	●●●○○○○○○
Stamina	●●○○○○○○○	Appearance	●●○○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●●●●○○○
Athletics	○○○○○○○○○	Crafts	●●○○○○○○○	Enigmas	●●●●●○○○○
Awareness	●●●○○○○○○	Etiquette	●●○○○○○○○	Finance	●○○○○○○○○
Brawl	●○○○○○○○○	Firearms	○○○○○○○○○	Investigation	●●●●○○○○○
Empathy	○○○○○○○○○	Larceny	●●○○○○○○○	Law	●●○○○○○○○
Expression	●●○○○○○○○	Melee	●○○○○○○○○	Medicine	●●○○○○○○○
Intimidation	○○○○○○○○○	Performance	○○○○○○○○○	Occult	●●●●●○○○○
Leadership	●●○○○○○○○	Ride	●●○○○○○○○	Politics	●●○○○○○○○
Streetwise	○○○○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●●●○○○○○	Survival	●○○○○○○○○	Technology	●○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●○○○○○	Contacts	●○○○○○○○○	Conscience/Conviction	●●○○○
Dominate	●●●●●●○○○	Domain	●●●●○○○○○		
Thaumaturgy	●●●●●○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●●○
	○○○○○○○○○	Herd	●●○○○○○○○		
	○○○○○○○○○	Resources	●●●●○○○○○	Courage	●●●●○
	○○○○○○○○○	Status	●●●●○○○○○		

See more on pg. 131

Merit - Eidetic Memory

Humanity/Path

●●●●●●○○○○

Bearing: ( )

Willpower

●●●●●●●●●○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Jacques Mechand	Nature: Competitor	Clan: Tremere
Player: Storyteller	Demeanor: Conformist	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Witch hunter acolyte	Sire: Hugo Eisenmenger

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	**Charisma**	●●●○○○○○○	**Perception**	●●●○○○○○○
Dexterity	●●●○○○○○○	**Manipulation**	●●●○○○○○○	**Intelligence**	●●●●●○○○○
Stamina	●●●○○○○○○	**Appearance**	●●○○○○○○○	**Wits**	●●●○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	**Animal Ken**	○○○○○○○○○	**Academics**	●●●○○○○○○
Athletics	●○○○○○○○○	**Crafts**	●○○○○○○○○	**Enigmas**	●●●○○○○○○
Awareness	●●○○○○○○○	**Etiquette**	●●○○○○○○○	**Finance**	●●●○○○○○○
Brawl	●●○○○○○○○	**Firearms**	●○○○○○○○○	**Investigation**	●●○○○○○○○
Empathy	●○○○○○○○○	**Larceny**	●●○○○○○○○	**Law**	●○○○○○○○○
Expression	●○○○○○○○○	**Melee**	●●○○○○○○○	**Medicine**	●○○○○○○○○
Intimidation	○○○○○○○○○	**Performance**	○○○○○○○○○	**Occult**	●●●●○○○○○
Leadership	●○○○○○○○○	**Ride**	●●○○○○○○○	**Politics**	●●●○○○○○○
Streetwise	●●○○○○○○○	**Stealth**	●●○○○○○○○	**Science**	●○○○○○○○○
Subterfuge	●●●○○○○○○	**Survival**	●○○○○○○○○	**Technology**	●○○○○○○○○
____________	○○○○○○○○○	____________	○○○○○○○○○	____________	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●○○○○○	Contacts	●●●○○○○○○	**Conscience/Conviction**	●●●○○
Dominate	●●●○○○○○○	Domain	●●●○○○○○○		
Thaumaturgy	●●●○○○○○○	Generation	●●●●●●○○○	**Self-Control/Instinct**	●●●●○
____________	○○○○○○○○○	Herd	●○○○○○○○○		
____________	○○○○○○○○○	Resources	●●●○○○○○○	**Courage**	●●●●●
____________	○○○○○○○○○	Mentor	●●●●○○○○○		

See more on pg. 131

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Humanity/Path

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●●●●●●●○○○

Bearing: ____________ (   )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn: ________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Rudolf Piatnik
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Competitor
Demeanor: Judge
Concept: Investigator and researcher

Clan: Tremere
Generation: 8th
Sire:

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●●○○	Manipulation	●●●○○	Intelligence	●●●●○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	○○○○○	Crafts	●●●○○	Enigmas	●●●○○
Awareness	○○○○○	Etiquette	●●○○○	Finance	○○○○○
Brawl	●○○○○	Firearms	●●●○○	Investigation	●●●●○
Empathy	●●○○○	Larceny	●●○○○	Law	●○○○○
Expression	●○○○○	Melee	●●○○○	Medicine	●●○○○
Intimidation	●○○○○	Performance	●○○○○	Occult	●●○○○
Leadership	●○○○○	Ride	●●○○○	Politics	●○○○○
Streetwise	●●●○○	Stealth	●●○○○	Science	●●○○○
Subterfuge	●●○○○	Survival	●○○○○	Technology	●●○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●●●○	Allies	●●○○○	Conscience/Conviction	●●○○○
Dominate	●●○○○	Contacts	●●●●○		
Thaumaturgy	●●●○○	Domain	●●○○○	Self-Control/Instinct	●●●●○
	○○○○○	Generation	●●●●●		
	○○○○○	Resources	●●●○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 132

Humanity/Path

●●●●●●○○○○
Bearing: ( )

Willpower

●●●●●●●○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Theodor von Steinle
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Scientist
Demeanor: Pedagogue
Concept: Investigator and researcher

Clan: Tremere
Generation: 8th
Sire:

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●○○○	Perception	●●●●●
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●●●○
Stamina	●●●●○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	○○○○○	Crafts	●●●○○	Enigmas	●●○○○
Awareness	○○○○○	Etiquette	●○○○○	Finance	○○○○○
Brawl	●●○○○	Firearms	●●●○○	Investigation	●●●●○
Empathy	●○○○○	Larceny	●○○○○	Law	●●○○○
Expression	○○○○○	Melee	●●○○○	Medicine	●○○○○
Intimidation	●●○○○	Performance	○○○○○	Occult	●●●○○
Leadership	●●○○○	Ride	●●○○○	Politics	●○○○○
Streetwise	●●○○○	Stealth	●○○○○	Science	●○○○○
Subterfuge	●○○○○	Survival	●●○○○	Technology	●●○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●●○○○	Allies	●○○○○	Conscience/Conviction	●●○○○
Dominate	●●●○○	Contacts	●●○○○		
Thaumaturgy	●●●●○	Domain	●●○○○	Self-Control/Instinct	●●●●●
	○○○○○	Generation	●●●●●		
	○○○○○	Resources	●●●○○	Courage	●●●●●
	○○○○○		○○○○○		

See more on pg. 133

Humanity/Path

●●●●●●●○○○
Bearing: ( )

Willpower

●●●●●●●●○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Tommy Kincaid	Nature: Idealist	Clan: Tremere
Player: Storyteller	Demeanor: Scientist	Generation: 9th
Chronicle: Philadelphia by Night	Concept: Thaumaturgy student	Sire: Theodor von Steinle

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●○○
Dexterity	●●●○○	Manipulation	●●○○○	Intelligence	●●●●○
Stamina	●●○○○	Appearance	●●○○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●○○○
Athletics	●○○○○	Crafts	●●○○○	Enigmas	●●○○○
Awareness	●○○○○	Etiquette	○○○○○	Finance	○○○○○
Brawl	●○○○○	Firearms	●●○○○	Investigation	●●○○○
Empathy	●●○○○	Larceny	●●○○○	Law	●○○○○
Expression	●○○○○	Melee	●○○○○	Medicine	○○○○○
Intimidation	○○○○○	Performance	○○○○○	Occult	●●○○○
Leadership	○○○○○	Ride	●○○○○	Politics	●○○○○
Streetwise	●○○○○	Stealth	●●○○○	Science	●●○○○
Subterfuge	●●○○○	Survival	●○○○○	Technology	●●○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Auspex	●○○○○	Contacts	●●○○○	Conscience/Conviction	●●●●○
Dominate	●●○○○	Domain	●○○○○		
Thaumaturgy	●●○○○	Generation	●●●●○	Self-Control/Instinct	●●●○○
	○○○○○	Mentor	●●○○○		
	○○○○○	Resources	●●○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 133

Humanity/Path

●●●●●●●○○○

Bearing: ( )

Willpower

●●●●●●○○○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Prince Jacob Shallus	Nature: Visionary	Clan: Ventrue
Player: Storyteller	Demeanor: Architect	Generation: 7th
Chronicle: Philadelphia by Night	Concept: Prince of Philadelphia	Sire: Victor Laurent

Attributes

Physical		Social		Mental	
Strength	●●●○○○○○○	Charisma	●●●○○○○○○	Perception	●●●●○○○○○
Dexterity	●●●○○○○○○	Manipulation	●●●●○○○○○	Intelligence	●●●●●○○○○
Stamina	●●●●○○○○○	Appearance	●●○○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●○○○○○○
Athletics	●●○○○○○○○	Crafts	●○○○○○○○○	Enigmas	●○○○○○○○○
Awareness	●○○○○○○○○	Etiquette	●●●●○○○○○	Finance	●○○○○○○○○
Brawl	●●●○○○○○○	Firearms	●●●○○○○○○	Investigation	●●●○○○○○○
Empathy	●●○○○○○○○	Larceny	●●○○○○○○○	Law	●●○○○○○○○
Expression	●●●○○○○○○	Melee	●●○○○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●○○○○○	Performance	○○○○○○○○○	Occult	●●○○○○○○○
Leadership	●●●●○○○○○	Ride	●●○○○○○○○	Politics	●●●●○○○○○
Streetwise	●●●○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●○○○○○○○	Survival	●●●○○○○○○	Technology	○○○○○○○○○
____________	○○○○○○○○○	____________	○○○○○○○○○	____________	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●●●●●○○○○	Contacts	●●●○○○○○○	Conscience/Conviction	●●●●○
Potence	●●●○○○○○○	Domain	●●●●●○○○○		
Presence	●●●●○○○○○	Generation	●●●●●●○○○	Self-Control/Instinct	●●●●○
Fortitude	●●●○○○○○○	Herd	●●○○○○○○○		
____________	○○○○○○○○○	Resources	●●●●●○○○○	Courage	●●●●●
____________	○○○○○○○○○	Mentor	●●●●●●○○○		

See more on pg. 137

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Humanity/Path

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●●●●●●●●○○

Bearing:______________(   )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Victor Laurent	Nature: Architect	Clan: Ventrue
Player: Storyteller	Demeanor: Eye Of The Storm	Generation: 6th
Chronicle: Philadelphia by Night	Concept: Prince of Philadelphia	Sire: Hardestadt the Elder

Attributes

Physical		Social		Mental	
Strength	●●●●○○○○○	Charisma	●●●●●○○○○	Perception	●●●●●○○○○
Dexterity	●●●○○○○○○	Manipulation	●●●●●○○○○	Intelligence	●●●●●●○○○
Stamina	●●●●○○○○○	Appearance	●●●○○○○○○	Wits	●●●●○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○○○○○	Animal Ken	○○○○○○○○○	Academics	●●●●●●○○○
Athletics	●●○○○○○○○	Crafts	●○○○○○○○○	Enigmas	●●●○○○○○○
Awareness	●●○○○○○○○	Etiquette	●●●●○○○○○	Finance	●●○○○○○○○
Brawl	●●●●○○○○○	Firearms	●●○○○○○○○	Investigation	●●●○○○○○○
Empathy	●●●○○○○○○	Larceny	●○○○○○○○○	Law	●●●○○○○○○
Expression	●●○○○○○○○	Melee	●●●●○○○○○	Medicine	●○○○○○○○○
Intimidation	●●●●●○○○○	Performance	○○○○○○○○○	Occult	●●●○○○○○○
Leadership	●●●●●○○○○	Ride	●●●●○○○○○	Politics	●●●●●●○○○
Streetwise	○○○○○○○○○	Stealth	●●○○○○○○○	Science	○○○○○○○○○
Subterfuge	●●●○○○○○○	Survival	●●●●○○○○○	Technology	○○○○○○○○○
	○○○○○○○○○		○○○○○○○○○		○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●●●●●●○○○	Contacts	●○○○○○○○○	Conscience/Conviction	●●○○○
Potence	●●●●●○○○○	Domain	●●●●○○○○○		
Presence	●●●●●○○○○	Generation	●●●●●●●○○	Self-Control/Instinct	●●●●○
Fortitude	●●●●○○○○○	Herd	●●○○○○○○○		
	○○○○○○○○○	Resources	●●●●●○○○○	Courage	●●●●●
	○○○○○○○○○	Retainers	●●○○○○○○○		

See more on pg. 137

Humanity/Path

●●●●●●○○○○

Bearing: ____________ (   )

Willpower

●●●●●●●●●○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐

Blood Per Turn: ________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Anthony Peale
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Capitalist
Demeanor: Architect
Concept: Investment broker

Clan: Ventrue
Generation: 8th
Sire: Jacob Shallus

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●○○○	Manipulation	●●●○○	Intelligence	●●●●○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●●●○○
Athletics	○○○○○	Crafts	○○○○○	Enigmas	●○○○○
Awareness	○○○○○	Etiquette	●●●○○	Finance	●●●●●
Brawl	●●○○○	Firearms	●●○○○	Investigation	●●●○○
Empathy	●○○○○	Larceny	●○○○○	Law	●○○○○
Expression	○○○○○	Melee	●●○○○	Medicine	○○○○○
Intimidation	●○○○○	Performance	○○○○○	Occult	●○○○○
Leadership	●●●●○	Ride	●●○○○	Politics	●●●○○
Streetwise	●●●○○	Stealth	○○○○○	Science	●○○○○
Subterfuge	●●○○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●●○○○	Contacts	●●●●●	Conscience/Conviction	●●●●○
Potence	●○○○○	Domain	●●●○○		
Presence	●●●○○	Generation	●●●●●	Self-Control/Instinct	●●●○○
	○○○○○	Mentor	●●●●●		
	○○○○○	Resources	●●○○○	Courage	●●●●○
	○○○○○		○○○○○		

See more on pg. 139

Merit - Eidetic Memory

Humanity/Path

● ● ● ● ● ● ● ○ ○ ○
Bearing: ( )

Willpower

● ● ● ● ● ● ● ○ ○ ○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Zachary Davis
Player: Storyteller
Chronicle: Philadelphia by Night

Nature: Autocrat
Demeanor: Architect
Concept: Urban boss

Clan: Ventrue
Generation: 9th
Sire: Anthony Peale

Attributes

Physical

Strength ●●●●○
Dexterity ●●●○○
Stamina ●●●●○

Social

Charisma ●●●○○
Manipulation ●●●●○
Appearance ●●○○○

Mental

Perception ●●●○○
Intelligence ●●●○○
Wits ●●●●○

Abilities

Talents

Alertness ●●○○○
Athletics ●●○○○
Awareness ○○○○○
Brawl ●●●○○
Empathy ●○○○○
Expression ●○○○○
Intimidation ●●●○○
Leadership ●●●○○
Streetwise ●●●●○
Subterfuge ●●●○○
○○○○○

Skills

Animal Ken ○○○○○
Crafts ○○○○○
Etiquette ●○○○○
Firearms ●●●○○
Larceny ●●●●○
Melee ●●●○○
Performance ○○○○○
Ride ●●○○○
Stealth ●●●○○
Survival ●○○○○
○○○○○

Knowledges

Academics ●○○○○
Enigmas ○○○○○
Finance ●●○○○
Investigation ●●○○○
Law ●○○○○
Medicine ○○○○○
Occult ○○○○○
Politics ●●○○○
Science ○○○○○
Technology ○○○○○
○○○○○

Advantages

Disciplines

Dominate ●○○○○
Potence ●●●○○
Presence ●●○○○
○○○○○
○○○○○
○○○○○

Backgrounds

Contacts ●●●●●
Domain ●●○○○
Generation ●●●●○
Mentor ●●●○○
Resources ●●●○○
○○○○○

Virtues

Conscience/Conviction ●●○○○

Self-Control/Instinct ●●●●○

Courage ●●●●○

See more on pg. 139

Humanity/Path

●●●●●●○○○○
Bearing: ( )

Willpower

●●●●●●●○○○
☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐
☐☐☐☐☐☐☐☐☐☐
Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Joshua Fields	Nature: Visionary	Clan: Ventrue
Player: Storyteller	Demeanor: Capitalist	Generation: 10th
Chronicle: Philadelphia by Night	Concept: Gentleman gangster	Sire: Zachary Davis

Attributes

Physical		Social		Mental	
Strength	●●●○○	Charisma	●●●○○	Perception	●●●●○
Dexterity	●●○○○	Manipulation	●●●●○	Intelligence	●●●○○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●●○

Abilities

Talents		Skills		Knowledges	
Alertness	●●○○○	Animal Ken	○○○○○	Academics	●○○○○
Athletics	●○○○○	Crafts	○○○○○	Enigmas	○○○○○
Awareness	○○○○○	Etiquette	●●○○○	Finance	●●●○○
Brawl	●○○○○	Firearms	●●●○○	Investigation	●●○○○
Empathy	●●○○○	Larceny	●●○○○	Law	●○○○○
Expression	●●○○○	Melee	●●○○○	Medicine	○○○○○
Intimidation	●●○○○	Performance	○○○○○	Occult	○○○○○
Leadership	●●●○○	Ride	●●○○○	Politics	●○○○○
Streetwise	●●●●●	Stealth	○○○○○	Science	○○○○○
Subterfuge	●●●●○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●○○○○	Contacts	●●●○○	Conscience/Conviction	●●○○○
Potence	●●○○○	Domain	●○○○○		
Presence	●○○○○	Generation	●●●○○	Self-Control/Instinct	●●●●○
	○○○○○	Mentor	●●○○○		
	○○○○○	Resources	●●●○○	Courage	●●●●○
	○○○○○	Retainers	●●○○○		

See more on pg. 141

Humanity/Path

●●●●●●●○○○

Bearing: ( )

Willpower

●●●●●●●●○○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Name: Lisbet Philipse	Nature: Survivor	Clan: Ventrue
Player: Storyteller	Demeanor: Capitalist	Generation: 8th
Chronicle: Philadelphia by Night	Concept: Venture capitalist	Sire:

Attributes

Physical		Social		Mental	
Strength	●●○○○	Charisma	●●●●○	Perception	●●●●○
Dexterity	●●●○○	Manipulation	●●●●○	Intelligence	●●●●○
Stamina	●●●○○	Appearance	●●●○○	Wits	●●●○○

Abilities

Talents		Skills		Knowledges	
Alertness	●●●○○	Animal Ken	○○○○○	Academics	●●●○○
Athletics	●○○○○	Crafts	○○○○○	Enigmas	○○○○○
Awareness	●○○○○	Etiquette	●●●○○	Finance	●●●●○
Brawl	○○○○○	Firearms	●●○○○	Investigation	●●●○○
Empathy	●●○○○	Larceny	●○○○○	Law	●○○○○
Expression	●●●○○	Melee	●○○○○	Medicine	○○○○○
Intimidation	●○○○○	Performance	○○○○○	Occult	○○○○○
Leadership	●●●○○	Ride	●●○○○	Politics	●●●○○
Streetwise	○○○○○	Stealth	○○○○○	Science	○○○○○
Subterfuge	●●●○○	Survival	○○○○○	Technology	○○○○○
	○○○○○		○○○○○		○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
Dominate	●●●○○	Contacts	●●○○○	Conscience/Conviction	●●○○○
Potence	●●○○○	Domain	●●○○○		
Presence	●●●○○	Generation	●●●●●	Self-Control/Instinct	●●●●●
	○○○○○	Resources	●●●●○		
	○○○○○	Retainers	●●○○○	Courage	●●●●●
	○○○○○		○○○○○		

See more on pg. 142

Humanity/Path

●●●●●●●○○○

Bearing: ( )

Willpower

●●●●●●●●●○

☐☐☐☐☐☐☐☐☐☐

Blood Pool

☐☐☐☐☐☐☐☐☐☐

☐☐☐☐☐☐☐☐☐☐

Blood Per Turn:

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

Appendix:

Expanded Skills, Merits and Flaws

Most of the Abilities found on the ***Philadelphia by Night*** character sheet are described in ***Vampire: The Masquerade 20th Anniversary Edition***, but the Abilities Ride and Enigmas are not. They are detailed below, along with a number of Nosferatu only Merits and Flaw appearing on NPC character sheets which are not in the core rules. Noseratu PCs may also use these.

Ride

You are skilled in handling and riding horses, including caretaking and stabling. This Skill also includes related knowledges like bridling, saddling, and driving a stage coach.

• **Novice:** You've been on horseback once or twice.

•• **Practiced:** You have some time in the saddle. Maybe you grew up in the country or took lessons as a child.

••• **Competent:** You have significant experience with horses, and may even own one or two. Perhaps you've traveled often or worked on a farm.

•••• **Expert:** You're a professional level rider. You could enter, and sometimes win, professional races or stunt riding contests.

••••• **Master:** Your skills in the saddle are known far and wide. You might be a well known trainer, jockey, or member of a traveling circus.

Possessed by: Police, Farmhands, Stablehands, Jockeys, Travelers.
Specialties: Jumps, Racing, Training, Stagecoach Driving

Enigmas

You understand riddles, puzzles, and logic problems, and can figure your way through cryptic challenges of all sorts. An enigma may be anything from the script of an ancient language, to an inexplicable phenomenon, to a sophisticated contraption or a complex math problem.

• **Student:** You can solve basic riddles and word puzzles.

•• **College:** You can solve complex puzzles or equations with time.

••• **Masters:** You can tackle complicated riddles with relative ease.

•••• **Doctorate:** You contend with riddles and puzzles that have challenged fields of thinkes for generations. You may be a well known designer of riddles, puzzles or contraptions.

••••• **Scholar:** Your capacity for problem solving is famous among shcolars and innovators. You are likely famous for solving a challenge that has eluded thinkers for centuries.

Possessed by: Engineers, Mystics, Academics, Gamblers, Spies
Specialties: Algorithms, Logic Problems, Riddles, Contraptions

Gaping Maw (2 pt Merit)
You've got a ragged gash where your mouth was. You can smile, frown, and most importantly, you can grin two or three inches wider than any human mouth. Normal vampires can suck up to three blood points in a turn. You can drain up to four, provided you can latch your toothy maw around enough skin.

Projectile Vomiting (2 pt Merit)
You can violently expel and aim whatever you ingest, on command. Like the Eat Food Merit, you can't gain any nutrition from food you eat, but you can store it for later. Then you can unleash it on your target with a Stamina + Athletics roll, difficulty 8, to aim the stream. Your target may try to dodge, and the type of food ejected may temporarily obscure a victim's vision, cause him to slip, or force him to retreat in disgust.

Disgusting (2pt Merit)
You can contort your body and face in all sorts of awful ways. You can drool blood, pop your eyes out of their sockets, grow and burst boils on your skin on command, and other vile exaggerations of your disfigurement. You take pride in your ability to repulse nearly anyone, living or dead. You may focus for a turn and spend a Blood Point to force your body to do something grotesque with a Wits and Intimidation roll (Difficulty of the opponent's Wits + Self Control). For each success, your opponent loses one die from their Dice Pool for any action taken next turn as their concentration breaks under sheer revulsion.

Swarm Attractor (2pt Merit)
You must have at least one dot in Animalism to take this Merit. Your undead flesh exudes a greasy film that attracts insects. While they normally buzz and skitter passively about you in a thick cloud or writhing mass, you may command them in limited fashion. The bugs may travel up to 20 feet from you to sting and distract your foes. They do no damage, but anyone caught in the swarm must make a Willpower roll (difficulty 7). If they fail, the victim loses two dice from her Dice Pool that turn; if they botch, they may take no action whatsoever. Kindred with advanced Animalism may be able to gain additional benefits from the swarm.

Stench (1pt Flaw)
You smell so foul that even other Nosferatu can't stand to be around you. Your Stealth Dice Pools are reduced by two against any creature with a sense of smell, unless you are upwind.

Necrophile (3 pt Flaw)
You socialize with cadavers, literally. You don't have sex with the dead, but you are obsessed with corpses and your haven is distastefully decorated with severed and mutilated body parts of all kinds. You talk and dance with your dead friends, make art out of them and entertain frequently. More refined vampires may need to make a Courage roll (difficulty 4) to enter a room where you've left your guests and their accoutrements.

PHILADELPHIA BY NIGHT

Name:
Player:
Chronicle:

Nature:
Demeanor:
Concept:

Clan:
Generation:
Sire:

Attributes

Physical

Strength________●○○○○
Dexterity________●○○○○
Stamina________●○○○○

Social

Charisma________●○○○○
Manipulation________●○○○○
Appearance________●○○○○

Mental

Perception________●○○○○
Intelligence________●○○○○
Wits________●○○○○

Abilities

Talents

Alertness________○○○○○
Athletics________○○○○○
Awareness________○○○○○
Brawl________○○○○○
Empathy________○○○○○
Expression________○○○○○
Intimidation________○○○○○
Leadership________○○○○○
Streetwise________○○○○○
Subterfuge________○○○○○
________○○○○○

Skills

Animal Ken________○○○○○
Crafts________○○○○○
Etiquette________○○○○○
Firearms________○○○○○
Larceny________○○○○○
Melee________○○○○○
Performance________○○○○○
Ride________○○○○○
Stealth________○○○○○
Survival________○○○○○
________○○○○○

Knowledges

Academics________○○○○○
Enigmas________○○○○○
Finance________○○○○○
Investigation________○○○○○
Law________○○○○○
Medicine________○○○○○
Occult________○○○○○
Politics________○○○○○
Science________○○○○○
Technology________○○○○○
________○○○○○

Advantages

Disciplines

________○○○○○
________○○○○○
________○○○○○
________○○○○○
________○○○○○
________○○○○○

Backgrounds

________○○○○○
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________○○○○○
________○○○○○
________○○○○○
________○○○○○

Virtues

Conscience/Conviction________●○○○○

Self-Control/Instinct________●○○○○

Courage________●○○○○

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Humanity/Path

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Bearing:________( )

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Pool

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Blood Per Turn:________

Health

Bruised		☐
Hurt	-1	☐
Injured	-1	☐
Wounded	-2	☐
Mauled	-2	☐
Crippled	-5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Merits & Flaws

Merit	Cost

Flaw	Cost

Other Traits

	○○○○○
	○○○○○
	○○○○○
	○○○○○
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	○○○○○
	○○○○○

Paths

	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

Rituals

Ritual	Level

History

Goals

Description

Age:

Apparent Age:

R.I.P.:

Sex:

Race:

Hair:

Eyes:

Height:

Weight:

Nationality:

Allies & Contacts

Gear & Equipment

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal

PHILADELPHIA BY NIGHT

Name:	Nature:	Clan:
Player:	Demeanor:	Generation:
Chronicle:	Concept:	Sire:

Attributes

Physical		Social		Mental	
Strength____	●○○○○○○○○	**Charisma**____	●○○○○○○○○	**Perception**____	●○○○○○○○○
Dexterity____	●○○○○○○○○	**Manipulation**____	●○○○○○○○○	**Intelligence**____	●○○○○○○○○
Stamina____	●○○○○○○○○	**Appearance**____	●○○○○○○○○	**Wits**____	●○○○○○○○○

Abilities

Talents		Skills		Knowledges	
Alertness____	○○○○○○○○○	**Animal Ken**____	○○○○○○○○○	**Academics**____	○○○○○○○○○
Athletics____	○○○○○○○○○	**Crafts**____	○○○○○○○○○	**Enigmas**____	○○○○○○○○○
Awareness____	○○○○○○○○○	**Etiquette**____	○○○○○○○○○	**Finance**____	○○○○○○○○○
Brawl____	○○○○○○○○○	**Firearms**____	○○○○○○○○○	**Investigation**____	○○○○○○○○○
Empathy____	○○○○○○○○○	**Larceny**____	○○○○○○○○○	**Law**____	○○○○○○○○○
Expression____	○○○○○○○○○	**Melee**____	○○○○○○○○○	**Medicine**____	○○○○○○○○○
Intimidation____	○○○○○○○○○	**Performance**____	○○○○○○○○○	**Occult**____	○○○○○○○○○
Leadership____	○○○○○○○○○	**Ride**____	○○○○○○○○○	**Politics**____	○○○○○○○○○
Streetwise____	○○○○○○○○○	**Stealth**____	○○○○○○○○○	**Science**____	○○○○○○○○○
Subterfuge____	○○○○○○○○○	**Survival**____	○○○○○○○○○	**Technology**____	○○○○○○○○○
________	○○○○○○○○○	________	○○○○○○○○○	________	○○○○○○○○○

Advantages

Disciplines		Backgrounds		Virtues	
________	○○○○○○○○○	________	○○○○○○○○○	**Conscience/Conviction**____	●○○○○
________	○○○○○○○○○	________	○○○○○○○○○		
________	○○○○○○○○○	________	○○○○○○○○○	**Self-Control/Instinct**____	●○○○○
________	○○○○○○○○○	________	○○○○○○○○○		
________	○○○○○○○○○	________	○○○○○○○○○	**Courage**____	●○○○○
________	○○○○○○○○○	________	○○○○○○○○○		

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Humanity/Path

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Bearing:________( )

Willpower

○ ○ ○ ○ ○ ○ ○ ○ ○ ○
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Pool

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Blood Per Turn:____

Health

Bruised		☐
Hurt	- 1	☐
Injured	- 1	☐
Wounded	- 2	☐
Mauled	- 2	☐
Crippled	- 5	☐
Incapacitated		☐

Weakness

Experience

Attributes: 7/5/3 • Abilities:13/9/5 • Disciplines:3 • Backgrounds:5 • Virtues:7 • Freebie Points:15 (7/5/2/1)

PHILADELPHIA BY NIGHT

Merits & Flaws

Merit	Cost

Flaw	Cost

Other Traits

________ ○○○○○○○○○○
________ ○○○○○○○○○○
________ ○○○○○○○○○○
________ ○○○○○○○○○○
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Rituals

Ritual	Level

History

Goals

Description

Age:
Apparent Age:
R.I.P.:
Sex:
Race:

Hair:
Eyes:
Height:
Weight:
Nationality:

Allies & Contacts

Gear & Equipment

Combat

Weapon/Attack	Diff.	Damage	Range	Rate	Clip	Conceal